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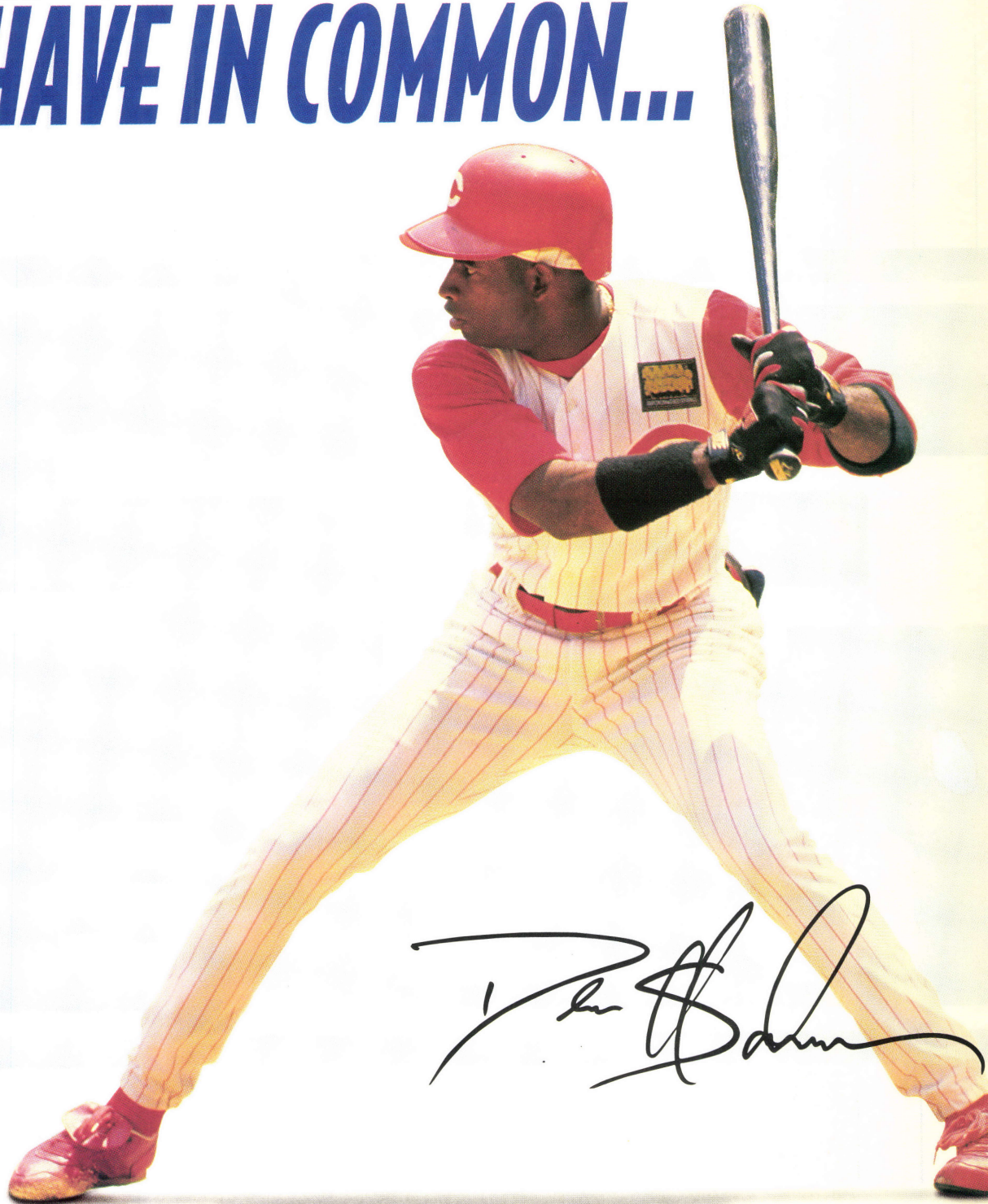
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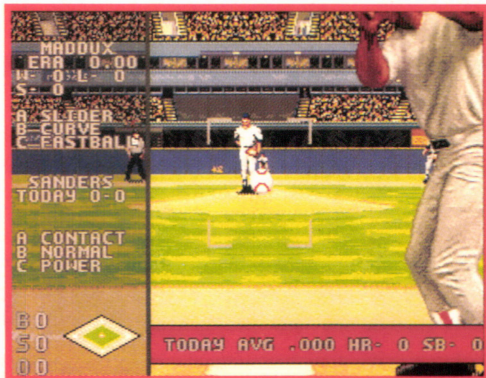


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All of the secret characters and power-ups. Because we are the best.

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# GENES



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Our expert gaming staff tells it like it is!



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**SUPER NES**

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# INPUT

## The Death of the Cartridge

**T**here's a strong rumor circulating through this industry and I hate even to acknowledge it. In fact, one of our competitors actually printed this as the truth, which is somewhat disturbing. In any case, the rumor says that Nintendo's Ultra 64 is a CD-ROM-based system and that Ultra was never really cartridge-based. Nintendo only said so to confuse the competition. The rumors are, of course, false. We checked with Nintendo and they confirmed what they've said all along; that the system is cartridge-based with a planned CD peripheral.

Now here's something to consider: Nintendo's Ultra 64 will *eventually* be a CD-based system. The Ultra 64 will come out for \$250 as a cartridge system. (Word is that it may debut as soon as early September, right around Labor Day weekend.) The CD add-on will debut within the first year of Ultra's initial release. With the debut of Ultra 64's CD peripheral, I predict you will begin to see games from Nintendo released on both the cartridge and CD format. After six months or so of simultaneous

cartridge and CD game releases, the cartridges will begin to come out at a snail's pace, effectively killing off the cartridge altogether.

This is an interesting trend. The next generation of games machines consists of the CD-based Sega Saturn, the CD-based Sony PlayStation, the CD-based 3DO, the CD-based CD-i—and don't forget the new Jaguar CD. (Need I hit you over the head *one more time*?) The point is that the four of the big five have gone completely CD.

The encouraging thing about this trend is that it allows small game manufacturers like Working Designs to make incredibly deep role-playing games with hours of recorded dialogue and release them in the CD format. It only costs 60¢ to manufacture a CD—with packaging the total runs about two or three dollars. The overall impact is that more companies will be willing to take a risk on a game that may have a small audience, like an obscure Japanese RPG. The manufacturing cost is cut way down by not having to stick with the cartridge format. Cartridge manufactur-

ing can be as high as twenty dollars. Smaller companies cannot spend that much money to release a cartridge game. The CD format allows game developers to take a chance on a new kind of game. This will hopefully start a trend toward more creative game making instead of movie tie-ins and all the latest trendy rip-offs.

I'm anxious to see what games and how many will be available at launch for the Ultra 64. An educated guess would put the number under five. Third-party support for Ultra 64 will initially be light, however, after the CD add-on is released, expect the number to double or triple almost instantly.

After Ultra 64 has been upgraded where will that leave the cartridge? In a few years the only cartridge-based games you'll be able to buy will be for your Game Boy, Game Gear and Virtual Boy. That is until they come out with the first CD-based, truly portable game system. Just wait and it'll get here.

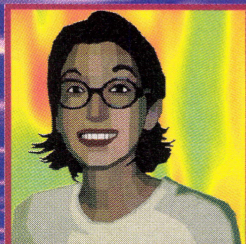
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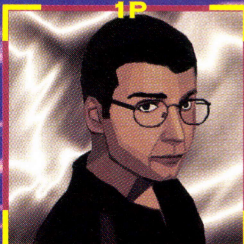
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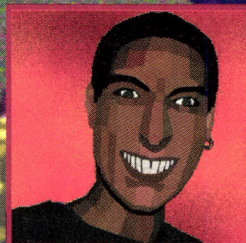
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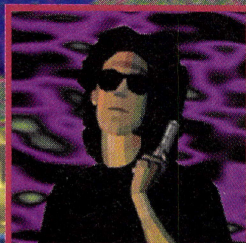
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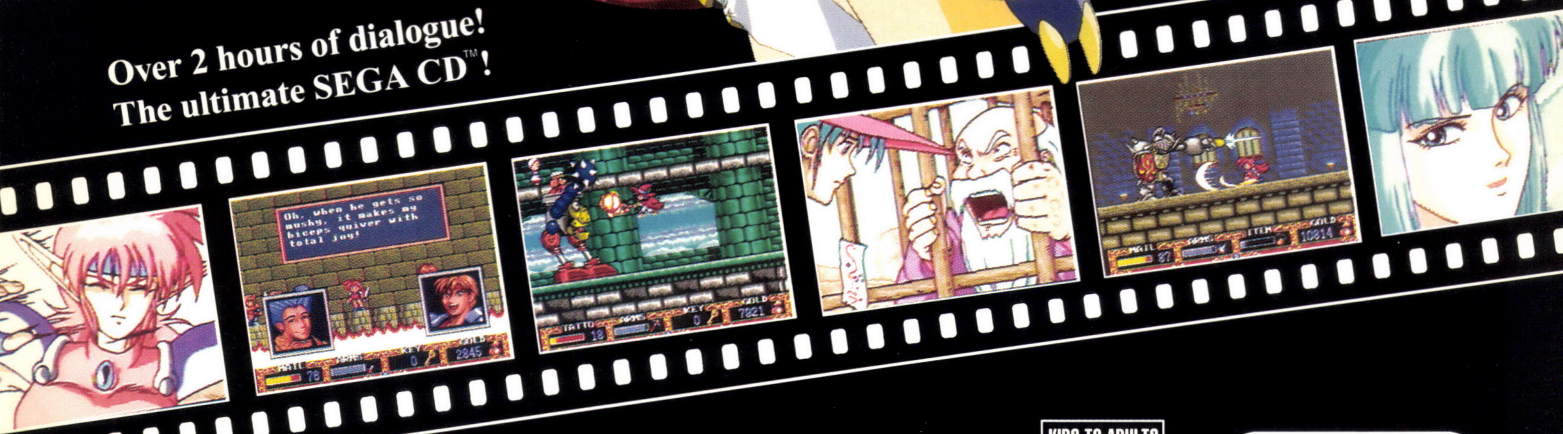
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# PRESS START

## JAPANESE ANIMATION SUCKER-PUNCHES YOUR VCR!

**P**eople all over the world have fallen under the spell of Japanese animation, or "anime" for short. If you've seen any anime films, you can probably understand the appeal: hyper-melodramatic plots, super-cool characters with super-cool hair, giant robots demolishing cities and those all-important loud explosions. Anime deals with a lot of subjects, from sensitive, ecological sweetness (as in the beloved feature *My Neighbor Totoro*) to serious science fiction (the classic *Akira*) to farce (Rumiko Takahashi's *Urusei Yatsura*). But what everybody seems to agree on is that the Japanese animation action film is the way to go if you want a quick, visceral thrill. It's hardly surprising, then, that some of Japan's top video games have been adapted into anime programs, and sometimes vice-versa.

America is familiar with programs adapted from video games. Remember the slew of game-derived shows on Saturday mornings in the early-to-mid-'80s? Over a hearty bowl of *Donkey Kong* Cereal you could get all hot and bothered over the adventures of *Pac-Man* on one channel, then change the station to find programs like *Pole Position*, *Pitfall* or *Dragon's Lair*. In the late '80s and early '90s, we were treated to the *Super Mario Bros.* *Super Show* and *Captain N: The Game Master*.

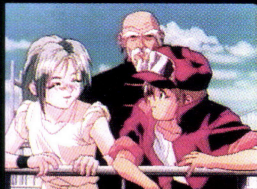
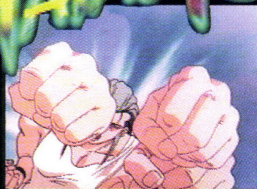
Most of the above programs had one fatal flaw in common: They sucked. Choppy animation plus stupid stories usually equalled boredom. The Japanese, on the other hand, have successfully adapted many top video games into hit animation videos which have all the excitement of the games and none of the dull Saturday morning sickness which American cartoons have.

Many of your favorites have already been adapted. If you're a Neo-Geo fan, you can check out the *Fatal Fury* movies, which feature the legendary Bogard brothers, Terry and Andy. Next on your list should be *Samurai Shodown*, which faithfully incorporates all the characters from the original game into an action-packed movie. There's even an *Art of Fighting* movie for those of you with money to burn and time to spare!

One of the most popular of these video game adaptations is based on Capcom's fighting-game phenomenon, *Street Fighter II*. This one has not been released commercially in the U.S., but it should be available soon. By all accounts, it blows away the live-action Van Damme movie and kicks it while it's down.

Countless games have also been adapted from anime series. The fighting game *Ranma 1/2* wasn't a big hit here in the States, but the cartoon that it's

# FATAL FURY



**PLOT:** Jeff Bogard, world-class martial artist and father to Terry and Andy, is murdered brutally before his sons' eyes. Naturally, they devote their lives to learning bone-crushing, blood-letting techniques of esoteric combat styles, the

better to avenge their father's death. Toss in tons of fight scenes, slow-motion effects and enough melodrama to choke a horse, and you've got *Fatal Fury: Legend of the Hungry Wolf*.

**BREAKDOWN:** The box promised an experience similar to Bruce Lee and John Woo movies, but the movie didn't deliver. I really didn't expect it to, so I'd say that we're even. The action is non-stop and there's gore aplenty in *Fatal Fury: Legend of the Hungry Wolf*, so if it wasn't as thrilling or exciting as *Enter The Dragon* or as visceral as *The Killer*, I wasn't complaining. Besides, where else can you see a human being perform something called the "Super Explosive Rending Bullet" and be completely serious about it?



based on is one of the most popular series ever in Japan. They have serious *Ranma* cults going on over there, and they're starting to spring up here, too. Many other games, like Sega's *Last Battle* (a/k/a *Fist of the North Star*), the popular *Dragonball Z* fighting games and Vic Tokai's *Golgo 13* NES titles are based on anime films or TV series.

You can contact Viz Video for information on the *Fatal Fury* movies. Send two bucks (deductible from your first order) to the following address and they'll send you a nifty catalog chock-full of Japanese animation videos and comics that you can purchase. Their address is:

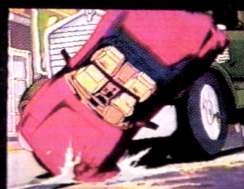
**Viz Video**

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**San Francisco, CA 94107**

Also, if you're lucky enough to have a Japanese video rental store in your area, try looking for other titles not yet released in America. You may not understand the dialogue, but fighting and explosions speak a universal language. If that fails, head for a local comic book convention and see what the anime fans are offering.

—Gabe Soria



## 龍虎の拳 The Art of Fighting

**PLOT:** This one's more complex than a Rubik's Cube. (Yeah, right.) Basically, an evil rich fellow by the name of Mr. Big kidnaps Yuri, the sister of Ryo Sakazaki



one of the heroes of *Art of Fighting*. Sound familiar? Yes, it's exactly the same plot as in the game,

thinness intact. Ryo and his friend Robert Garcia have to undertake a daring mission to rescue Yuri and survive.

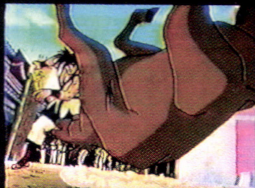
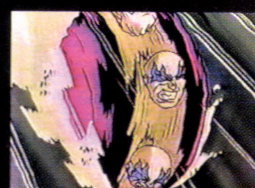
**BREAKDOWN:** *Art of Fighting's* plot is pretty weak and it shows in the animated version. It's basically a case of "Let's go get Mr. Big and beat the tar out of him!", so it can get pretty boring. Its saving graces include a spectacular explosion which destroys an entire floor of a high-rise building, and scenes of Robert driving around in his car, looking suave and collected, just like in the game.

## SAMURAI SPIRITS

**PLOT:** A group of Samurai warriors go off on a quest to battle an evil enchantress at her castle. Seems like she's been looting and pillaging the countryside with the aid of her nasty minions, and the motley crew of *Samurai Spirits* is the only hope the common people have left to turn to.

**BREAKDOWN:** This was by far the best of the three films I watched. Every major character from *Samurai Shodown* is included, and they're all worked into the plot in an engaging way. Basically a riff on the Kurosawa classic *Seven Samurai* (which you should watch at your earliest convenience), *Samurai Shodown* incorporates all of the action of the video game with all of the pathos of a corny action film. Haohmaru is the main character of the film, and he makes an engaging hero. At the beginning, he's a skilled oaf who's confident about his fighting skills, but he's basically a goof-off. He doesn't understand that he has a greater destiny ahead of him until the evil sorceress decimates his entire village (including his adoptive mother).

In a blood-red haze of vengeance, he kills Earthquake, one of evil's lieutenants, and is convinced by a group of wandering samurai (including Galford, Charlotte, Tam Tam, Wan Fu and Nakoruru) to join them in their quest for revenge. This movie has everything, including enigmatic agents of good (the mysterious triumvirate of Hanzo, Jubei, and Kyoshiro), humor, a little bit of loving and an epic battle between good and evil. It's a winner!







## NEVER TOO MUCH EARTHWORM JIM

Warner Brothers Television (the WB) is adding some new cartoons to its *WB Kids* line-up, one of which is *Earthworm Jim*. Along with Spielberg's *Animaniacs*, the new *Freakazoid* and *Pinky and the Brain*, *Earthworm Jim* will be slithering at kids Saturday mornings starting in September. Jeff Segal, president of Universal Family Entertainment and Universal Cartoon Studios, is very excited about the project and says, "*Earthworm Jim* is a manic, fun show in the tradition of classics like *Rocky and Bullwinkle* and we feel strongly that this show, with its family of characters, has tremendous breakthrough potential."



## SURPRISE PREQUEL FOR X-O MANOWAR FANS

The popular *X-O Manowar* comic has just gotten more so with the addition of a 20-page prequel called *Birthquake* which is being included in issue #42. Penned by Bart Sears and Andy Smith, *Birthquake* is part of a marketing plan to upgrade the Valiant line.



## SEGA SATURN AND PLAYSTATION CONTROLLERS

STD Entertainment has gotten the license to manufacture controllers for both the Sega Saturn and the Sony PlayStation. Accessories for the Sega Saturn will include a control pad and joystick and there will also be a pad for the PlayStation. Features for both pads will include an LED screen (much like that on the Genesis Propad 6 controller), slo-mo and auto-fire options. The joystick, which has a metal shaft and base for maximum durability, will feature two speeds of auto-fire, hands-off and semi-automatic. They will be priced \$29.95 for the PlayStation pad and \$19.95 and \$49.95 for the Saturn pad and joystick respectively.



## SONIC'S PRINCESS SALLY GETS HER FIRST STARRING ROLE

Princess Sally, the perennial Damsel in Distress in the popular *Sonic the Hedgehog* series, now has her own comic book. Archie Comic Publications is releasing a three-issue mini-series based on the Sally character. Sally and her buddies can be seen doing battle with many a foe starting this past February and running to May. The *Princess Sally* comics are available at most fine comic book specialty shops, toy stores, video game stores and supermarkets.



One has to  
pay dearly for  
immortality;  
one has to die  
several times  
while one  
is still alive.

-Nietzsche



MK3. The Arcade Game.

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# THE GORE SCORE

Industry News You Can Trust

Well, someone has finally thrown their hat into the ring! Sega has finally announced a release date for the launch of its 32-bit Sega Saturn. Yes, this is the beginning of the war to end all platform wars. Who will win? I'm predicting 1995 will end up as a four-horse race and the winner of that race will surprise you. The number four horse should shock the industry as a once unbeatable giant falls to the bottom of the heap. Who am I talking about, you ask? Just wait...(anyone wanna take a bet?)

## SEGA PREPARES FOR "SATURNDAY" ON SEPTEMBER 2ND:

The Sega Saturn will debut on a Saturday (which you may now refer to as Saturnday). Sega will have 20 titles at launch including *Clockwork Knight*, *Panzer Dragoon*, *Daytona USA* plus a sports game line-up that includes golf, a virtua-style soccer game and an NHL Hockey game for up to 12 players with an interface that allows you to play any team member in the first-person or *Doom*-style. If you'd like to get on a list to receive discount coupons just call (800) SEE-SATURN (which translates to (800) 733-728876.) The packaging for Saturn games will be exactly like the clear plastic Sega CD boxes with a white instead of a blue sleeve. More Sega Saturn news next issue with lots of pictures, the first reviews plus tips & tricks for a U.S. Sega Saturn game.

## CALLING SEGA'S AWAY TEAM:

The game designers at Sega of America who are working on Sega Saturn software development have been cleverly dubbed "the Away Team." A fitting name for the group working on such top secret projects as "a puzzle game involving pyramids." Pyramids? That sounds about as good as virtua backgammon.

## 32X VIRTUA FIGHTER:

Yes, *Virtua Fighter* is coming to the 32X in August or September. Expect the 32X version to be "virtually" the same as the Sega Saturn version except in the area of sound where it will fall short. The 32X *Virtua Fighter* may be weak in the sound department but it will definitely play as well as the arcade version.

## ULTRA 64 NEWS:

Well, there's not much news to be had except that Nintendo execs are considering three different console designs for the system. The chips for the Ultra 64 have been in production since January so now it's just a matter of what kind of box that board will be housed in. The controllers for the Ultra 64 have been in production for some time and they sure are different from what I'd heard.

## SONY CONSIDERS NEW NAME FOR PLAYSTATION:

Sony Computer Entertainment is seriously considering a name change for its 32-bit game system, currently known as the Sony PlayStation in Japan. Market research conducted in America revealed that U.S. consumers simply did not like the name "PlayStation" for a high-end video game console. Some younger consumers commented that the name PlayStation seemed to imply the unit was for younger players from the Fisher-Price set. Names under consideration range from Game Man to PowerStation. Sources inside Sony reveal that the 32-bit CD-based game machine will likely be called the Sony PlayStation PSX, though a final decision has yet to be made. The software pack-in will be *Ridge Racer*, the jaw-droppingly realistic racing game that redefines the term "hi-octane."

## NEXT GENERATION 3DO LOOKS HOT:

The 64-bit upgrade for the 3DO is looking really hot. While the marketing boys search for an appropriate name (M2 sounds like a great name for a missile, not a new platform) the hardware is finished and we'll have specs next issue. Third-party developers are apparently in love with the system as it allows them to move beautiful 3-D images faster than any other system currently available. The system itself is seven times more powerful than the Sega Saturn and the games will blow you away. The system has been ready for some time but 3DO wants to wait so that the system is released with at least 12 killer apps. Expect a fall launch for the 64-bit upgrade and some hot titles involving a cow, a dinosaur and female kick boxers. The upgrade will be priced to sell and contain a "killer game" as a pack-in.

## REBEL ASSAULT 2 IS READY FOR HYPERSPACE:

Officials at LucasArts are being hush-hush about the release of *Rebel Assault 2*. It is completely finished and plans are to debut it with a multi-platform release much like *Mortal Kombat*. LucasArts' latest release is the *Star Wars* computer game, *Dark Forces*, a first-person *Doom*-style game that allows players to run down hallways and blast those evil Stormtroopers. But don't fret if you're not the owner of an expensive 486 computer with a CD-ROM drive. The game will be released later this year on Sony PlayStation and Sega Saturn.

Well, there's a lot more to tell you but I just had to sign another one of those three-page NDAs and I'd be dead if I told you anymore. (That's "non-disclosure agreement" for the uninitiated.) As soon as those annoying legal agreements go away, I promise not only to tell you everything, I'll tell you what I really think.

—Chris Gore  
Editor-in-Chief



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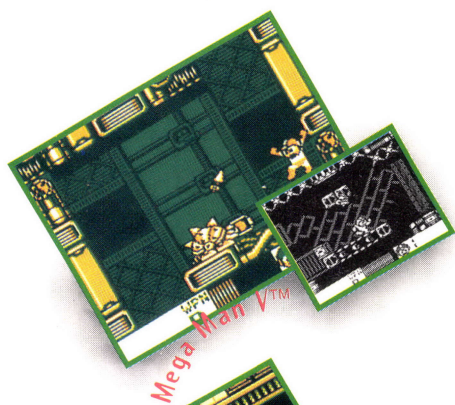
Instant color conversion! And it's not just for new Game Boy games. ANY Game Boy game can take advantage of Super Game Boy's powers of color transformation. That's a lot of games, too—well over 350 titles!

And once you're all set up, you'll play your Game Boy games using Super NES controllers. You'll hear the stereo Game Boy music through TV or stereo speakers. You'll play it in living color on your TV screen. Get the big picture?

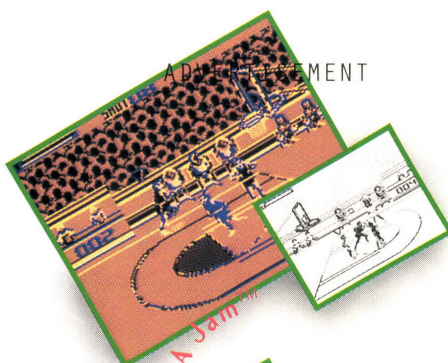
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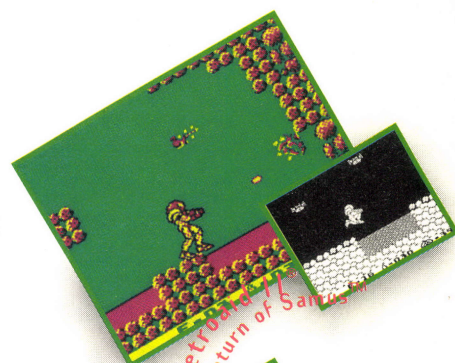
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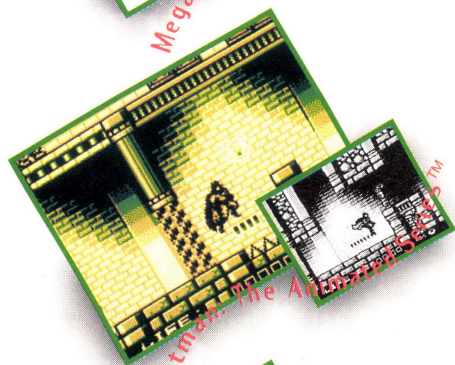
Mega Man V™



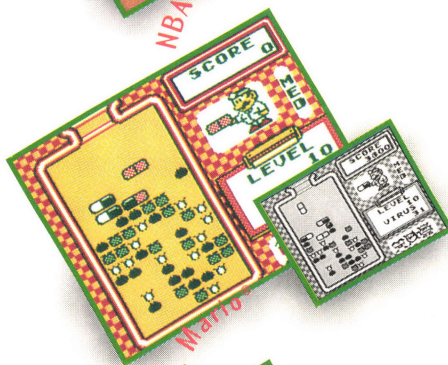
NBA Jam™



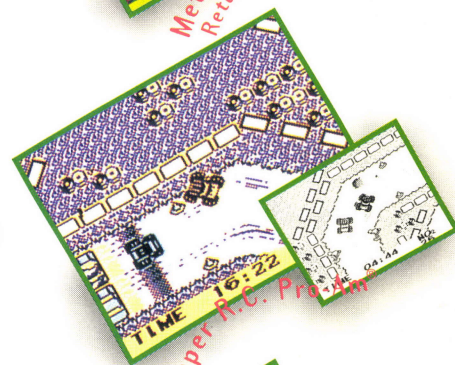
Metroid II™  
Return of Samus™



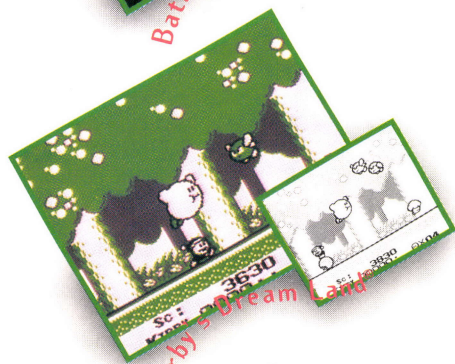
Batman: The Animated Series™



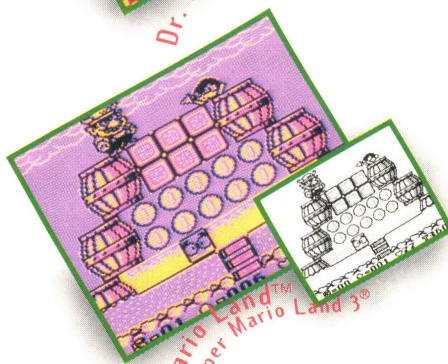
Dr. Mario™



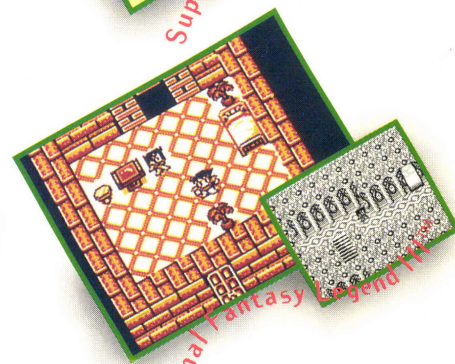
Super R.C. Pro-Am™



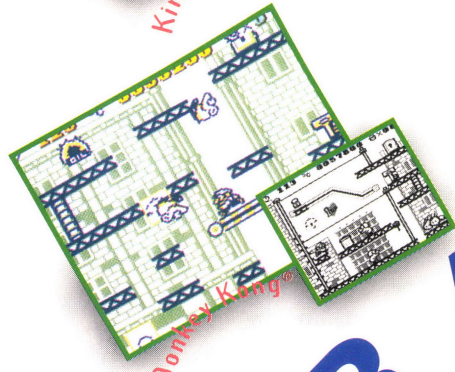
Kirby's Dream Land™



Super Mario Land 3™



Final Fantasy Legend II™



Donkey Kong™

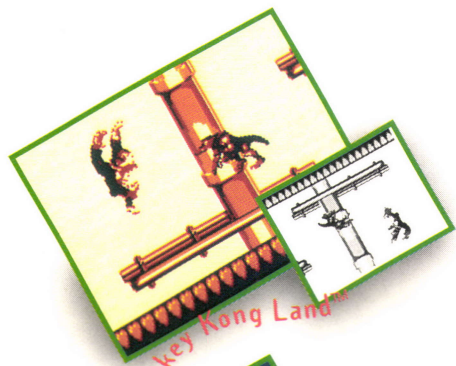
# TRADING GO

With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

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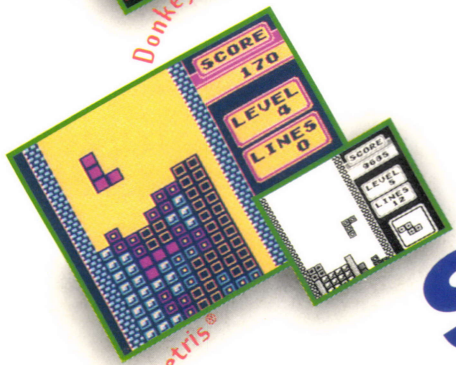
Donkey Kong Land™



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# FOR SHOW

GAMES GAMES



If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®: Link's Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.

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When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

ADVERTISEMENT

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

Options

BORDER OPTIONS

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

BORDER OPTIONS

BORDER OPTIONS

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Make your own ADVERTISEMENT



Make your own

If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.®

Just select a color from the color palette, click and hold the buttons, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.



choices



Super

Game Boy also

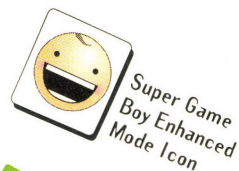
allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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# ENHANCED



Programmers  
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frame that complements the game. Check out  
games like Donkey Kong, Space Invaders,<sup>TM</sup>

Wild Snake,<sup>TM</sup>  
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Mega Man V, Donkey Kong  
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lets you know that the Super Game  
Boy Enhanced Mode is ready to roll!

MODE

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# TIPS & TRICKS

BY NIKOS CONSTANT, ZACH MESTON & TYRONE RODRIGUEZ

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VIDEOGAMES, Attn: Tips & Tricks, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment!

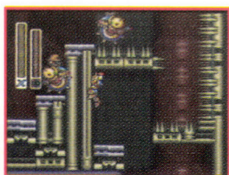


## Dragon Punch

Here's a gnarly cheat for you *Mega Man* fans out there. To play like *Street Fighter*, this trick will be worth your while because you're going to be playing with the Dragon Punch. You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this.

Defeat Viole and Serges during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flame Stag's domain (Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head to Agile's level.

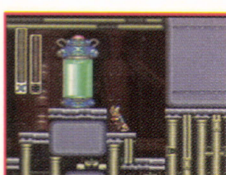
Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the Crystal Hunter somewhere near the upper ladder (make sure you can reach it from the frozen bat).



Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes.



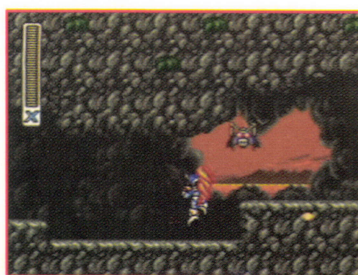
After that there's a really long drop. Cling to the right wall...



...and use the Radar to find the invisible section in the wall.



The Dragon Punch power-up will be waiting for Mega Man.



The Dragon Punch can only be used when Mega Man's health is full.



Perform the Dragon Punch just as it is done in *Street Fighter II*. For those of you who live under a rock, the motion is as follows: Forward, Down, Down/Forward and attack. *Sho-ryu-ken!*

## HINT HOTLINES!

Are you *still* having trouble with your favorite game? Well, VIDEOGAMES doesn't give out tips over the phone—but here is a list of people who do:

### Nintendo of America Inc.

**(206) 885-PLAY**  
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)  
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)  
COST: Standard long-distance rates to Redmond, Washington, apply.  
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

### Sega of America Inc.

**(415) 591-PLAY**  
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week  
COST: Standard long-distance rates to Redwood City, California, apply.  
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

### Atari Corp.

**(900) 737-ATARI**  
HOURS: 24 hours a day, 7 days a week  
COST: 95¢ per minute  
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

### Turbo Technologies Inc.

**(310) 337-6916**  
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)  
COST: Standard long-distance rates to Los Angeles, California, apply.  
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

### Electronic Arts

**(900) 288-HINT**  
HOURS: 24 hours a day, seven days a week  
COST: 95¢ for the first minute, 75¢ each additional minute  
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

### U.S. Gold (Flashback Gameline)

**(900) 288-GAME**  
HOURS: 24 hours a day, seven days a week  
COST: 85¢ per minute  
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

### Data East

**(900) 4545-HELP**  
HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance  
COST: 95¢ for the first minute, 75¢ each additional minute  
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles.



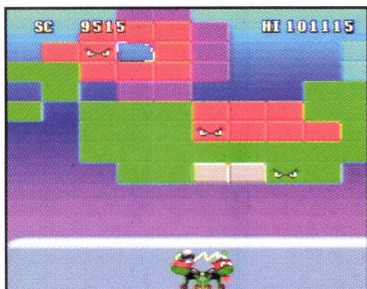


## Codes of Sweetness

Each of the following codes should be entered at the Zool 2 options screen. A rooster sound will confirm that the code has been enabled.



**Stage Skip**  
Blueberry Hill  
Press 7, 7, 7, 4, 9.  
Tooting Common  
Press 8, 8, 5, 6, 3.  
Snaking Pass  
Press 3, 3, 6, 6, 6.  
Mount Ices  
Press 1, 1, 9, 6, 8.  
Mental Blockage  
Press 9, 1, 2, 6, 6.



### Bonus Round

Press 3, 1, 8, 6, 7 at the Options screen to make the bonus round appear after every level.



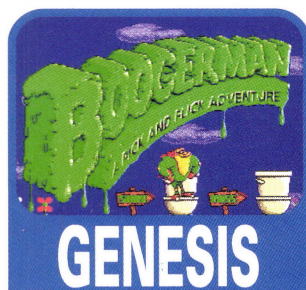
### Invincibility

Press 1, 1, 2, 7, 5 at the Options screen to become super strong.



### 99 Lives

Punch in 3, 1, 9, 6, 5 at the Options screen for dozens of extra lives.



## Passwords

No longer do you need to face Flyboy or traverse the Mucous Mountains to get to Deodor Ant or Boogmeister. Now we have the codes to get you there.



**LEVEL 1: Flatulent Swamps:**  
Scab Creature, Abdominal Sewer Man, Puss Creature, Miner Goblin



**BOSS 1: Hick Boy:**  
Ghost, Nose Goblin, Ghost, Puss Creature



**LEVEL 2: The Pits:**  
Puss Creature, Scab Creature, Ghost, Boogerman



**BOSS 2: Revolta:**  
Troll, Miner Goblin, NoseGoblin, Ghost



**LEVEL 3: Boogerville:**  
Scab Creature, Ghost, Abdominal Sewer Man, Boogerman



**BOSS 3: Flyboy:**  
Boogerman, Puss Creature, Miner Goblin, Scab Creature



**LEVEL 4A: Mucous Mountains:**  
Nose Goblin, Scab Creature, Ghost, Troll



**LEVEL 4B: Nasal Caverns:**  
Nose Goblin, Puss Creature, Ogre, Scab Creature



**BOSS 4: Deodor Ant:**  
Ghost, Scab Creature, Troll, Miner Goblin



**LEVEL 5: Pus Palace:**  
Puss Creature, Boogerman, Ghost, Puss Creature



**FINAL BOSS: Boogmeister:**  
Puss Creature, Abdominal Sewer Man, Boogerman, Miner Goblin



## Armor-Piercing Bullets and Datura Plants

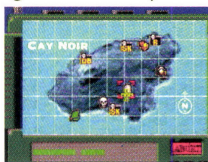
Go to the "Data Pod Screen." Flip between the "Satlink Map" and "Datapod Info" icons until the "APB Quest" and "Datura Quest" icons appear on the map of Cay Noir. Now you can restore your health and find the armor-piercing shells earlier in the game. This tip also works on the Sega CD 32X version.



Go to the "Data Pod Screen."



Switch between the "Satlink Map" icon...



...and the "Datapod Info" icon...



...until the "APB Quest" and "Datura Quest" icons appear.



Go get 'em, tiger!





**SEGA CD**

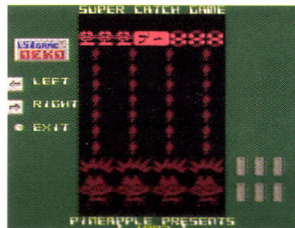
## Keio Bunny Cheats

Having trouble with the little bunny? Here are some cheats to get you going. Each of the following codes must be done on the "Start Game/Option" screen.

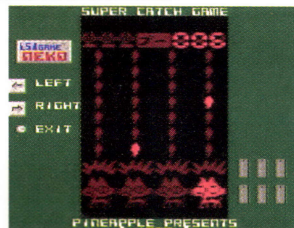
### Secret Game



Enter the code **Left, Left, Right, Right, Down, Up, Down, Up**.



If you did the code correctly, a hidden "Super Catch Game" will appear when you start a game.



Use the cat to catch stuff.

### Stage Select



Enter the code **Right, Left, Right, Left, Down, Up, Down, Up, Right, Right, Right, Right**.



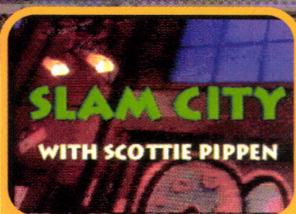
A stage select number will appear at the top of the screen if you did the code correctly.



Choose from levels 1-7 and start the game.



You will be warped to that level.



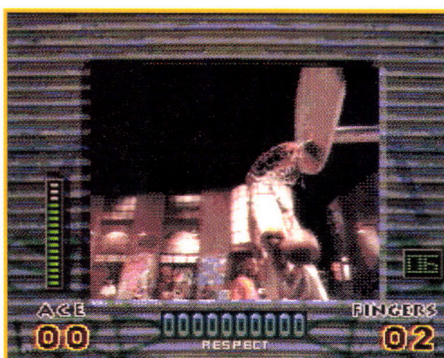
**SEGA CD 32X**

## Super Slam vs. Fingers

The manual for *Slam City* mentions that there might be some codes that allow you to Super Slam every time. Here's one of those codes for when you play against Fingers. Before he inbounds the ball to you, enter the code **B, A, Left, Left** ("BALL"). When you go for a slam, it will be Super!



Enter **B, A, Left, Left** before Fingers passes you the ball.



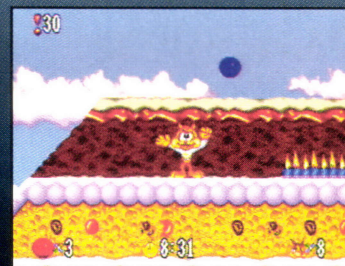
Now you can Super Slam without hitting the sweet spot.



## Passcodes

The following codes will let you play any level in the game.

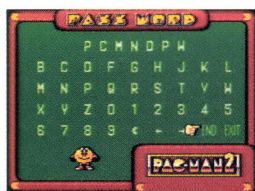
- Level 2  
392652
- Level 3  
458227
- Level 4  
958936
- Level 5  
739294
- Level 6  
184792
- Level 7  
812615
- Level 8  
781367
- Level 9  
126712
- Level 10  
236721
- Level 11  
673167
- Level 12  
792323
- Level 13  
672328
- Level 14  
782389
- Level 15  
672345





## PAC-MAN 2 THE NEW ADVENTURES SUPER NES

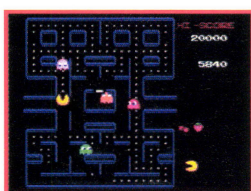
So you think the *Pac-Man 2* game is hot? Get ready to turn up the heat with these *Pac-Man* passcodes that add some classic flavor and a little technical finesse to an otherwise solid video-game achievement. To play the original *Pac-Man* arcade game, enter the passcode PCMNDPW. To play *Ms. Pac-Man*, enter MSPCMND. Time yourself against the clock on the Mine Cart and Hang Glider Levels by entering the code TRLMDPW. To check out the sound test enter BGMRQST. Finally, to see all of Pac-Man's varied expressions, enter the code PCMNPTT for the Pattern Test.



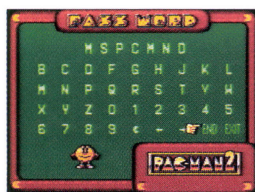
Enter PCMNDPW...



...to play the original *Pac-Man*.



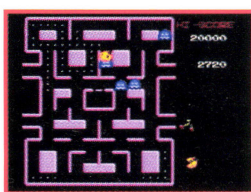
Wakka! Wakka!



Enter MSPCMND...



...to play *Ms. Pac-Man*.



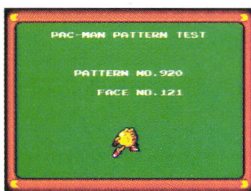
Get those ghosts!



Enter PCMNPTT...



...for the Pattern Test.



Check out all of Pac's faces.



Enter BGMRQST...



...for the sound test.



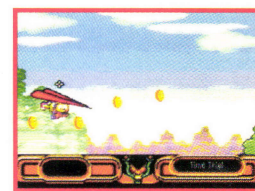
Enter TRLMDPW...



...for the Time Trial.



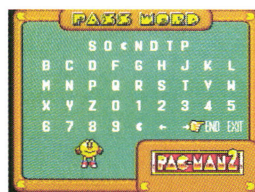
You can play on the Mine Cart.



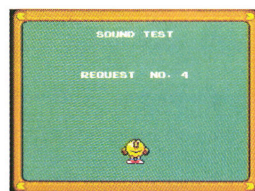
Or you can play on the Hang Glider.

## PAC-MAN 2 THE NEW ADVENTURES GENESIS

Don't fret, Genesis owners, here's plenty of codes for you! You can have the same fun as the SNES owners, with an even bigger bonus; you can play one of the more obscure *Pac-Man* games to come to the arcades, *Pac-Jr*. You also get classic *Pac-Man*, the Time Trial, the Sound Test, and the Pattern Test.



Enter SO\*NDTP...



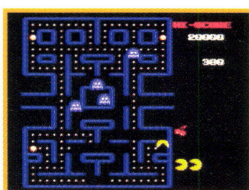
...for the sound test.



Enter PCMNORG...



...to play the original *Pac-Man*.



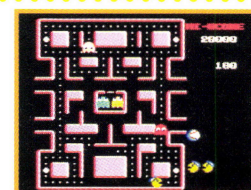
Go get 'em Pac-Man.



Enter PCJRDPW...



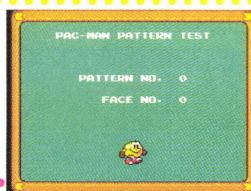
Enter PCMNDPW...



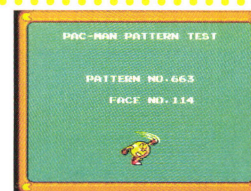
Here's Jr.



Enter P\*TT\*RN...



...for the Pattern Test.



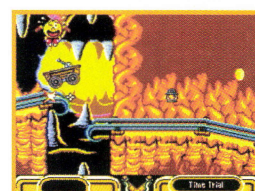
The Pac with 1000 faces



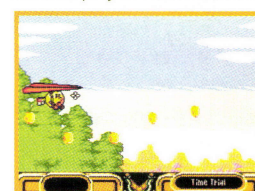
Enter TR\*\*LMP...



...for the Time Trial.



You can play on the Mine Cart.



Or you can play on the Hang Glider.





## Bodacious Bobcat Blitz

Get a load of this mess o' cheats we culled from the depths of the video game ocean. If you want to blow Accolade's *Bubsy II* right open, then try entering the following codes at the title screen. You'll find yourself with extra lives, invincibility and all sorts of crazy stuff.



Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.



All Levels Complete  
Up, A, A, A, Down



Jump Frenzy  
B, A, B, Y



99 Diving Suits  
B, Left, Up, B



99 Portable Holes  
Right, Up, SELECT,  
SELECT



99 Smart Bombs  
X, X, Up, Down, X



99 Nerf Ballzooka  
Shots  
B, A, Left, Left



50 Lives  
B, Up, B, SELECT, Y



Invulnerability  
X, A, B, Y, Up, Down



## Bodacious Bobcat Blitz II

If you're playing *Bubsy II* on the Genesis instead of the Super NES, ignore the top part of this page because the Genesis cheats are entered a little bit differently. For a mega-cheat bonanza on your favorite system, try entering the following codes at the title screen.



Enter each of these codes at the title screen. Listen for a noise to indicate that you've done the code correctly.



All Levels Complete  
Up, A, A, A, Down



Jump Frenzy  
B, A, B, C



99 Diving Suits  
B, Left, Up, B



99 Portable Holes  
Right, Up, B, B



99 Smart Bombs  
C, C, C, Up, Down, C



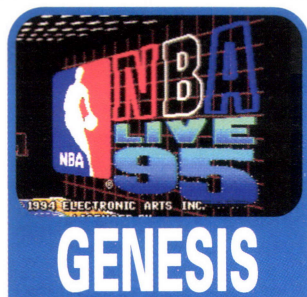
99 Nerf Ballzooka  
Shots  
B, A, Left, Left



50 Lives  
B, Up, B, B, A



Invulnerability  
C, A, B, C, Up, Down



## NBA Golf?

Getting tired of playing hoop? Put in this code and take a few practice swings on the golf course. Start an exhibition game and choose teams. Go to the player selection screen and push **Up** on the D-pad. The words "Player 1" will change to "Start New." Press **START** to get to the password screen. On the password screen type in "REFLOG." That's GOLF spelled backwards. You'll get a weird, playable demo of a golf game!



Go to exhibition game and press **START**.



Choose teams and go to the "Player Setup" screen and push **UP** on the D-pad.



"Player 1" will change to "Start New."



Press the **START** button and a password screen will pop up.



Enter the password "REFLOG."



Start swingin', 'cause all you can do is drive.



## GENERAL TIPS



- Always check your heading indicator before starting a new game (the surface of the Mendaleev moon crater where *Loadstar* takes place changes every time you play, but the 0 to 360 compass will help you navigate).
- Always use your horn to ward off oncoming traffic (your co-pilot "Mort" won't always be there to warn you, but make sure to listen when he yells "watch out!") Also, keep in mind that Moon traffic is always especially heavy near the Mendaleev observatory tower.
- Be sure to use your shield; you won't make it past level one if you only travel offensively.
- Practice turning to get the feel of where you have to start your turn on the trackways. Watch your turn indicators.
- If you start to feel overwhelmed by attacking ships, stick to your Shield. It has a wider area of effect so aiming is easier.
- At the beginning of every level be sure to check your heading and make a note of it because that is the direction you will want to travel in throughout the level. Always listen to Mort! He can be aggravating but his advice is worth the idiotic commentary.
- While racing around Mendaleev remember that you're pushed for time and a wrong turn will cost you precious time getting back on track. If you find you have to take a few hits to make a turn, just take the damage.
- Use your MegaShields! There are spots where you will really need them to stay alive, but don't abuse their protection as they will run out and take time to regenerate.
- Since the ships after you are highly trained and have certain attack formations to follow, study their patterns so you'll know how to best defend the Loadstar and your load...not to mention Mort!
- Each ship has a signature sound caused by its engines. Learn what ships make what sound so you can anticipate your next threat.

### LEVEL 1

- Only shoot the SAPs: they're only robot meter-maids that try to ram into the Loadstar. The Toasters are piloted by police officers, so destroying one will make the cops quite angry.
- Never shoot a bus, as they carry orphans, nuns, and Shriners...they never hurt anyone! Plus, the police *really* look down on killing innocent people.
- Concentrate on staying on your heading, shooting the SAPs, and not being distracted by anything else; with practice you will be able to

complete this level easily.

- Keep an ear out for on-coming traffic. Mort usually takes care of this for Tully, but at the speeds you're pushing to get your load through he can't see everything in time. If you see one coming, start honking your horn.

### LEVEL 2

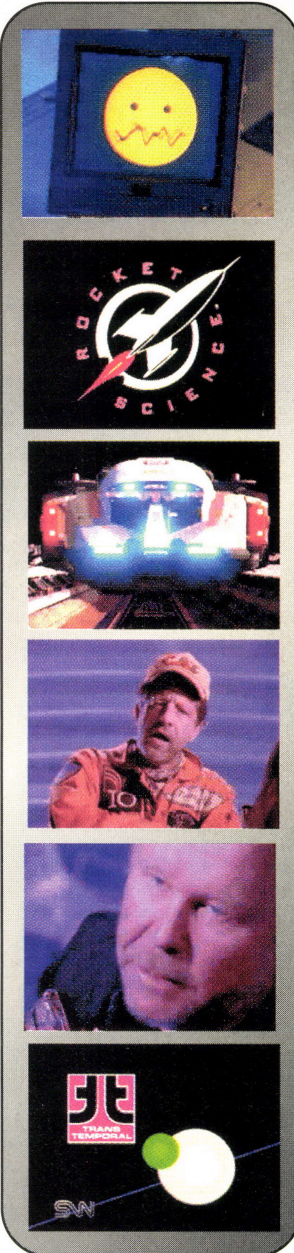
- If the action gets a little too fast and furious for you, stick to defending the Loadstar from the Toasters and Ax attacking you, in order to survive until Mort finds fuel.
- Watch your heading! Since the tracks are lined by tall

buildings your view of the landmarks is blocked.

- Stay alert for on-coming turns. Get distracted and the results will be a lot more than a bent fender.
- Wompler knows you're here so he's cleared the tracks of any other truckers, which will make navigating the sharp turns a little easier.

### LEVEL 3

- Your old friend Ratbag is mighty upset! Watch out for him in the straight-aways.
- Stay on the left or right tracks to make avoiding Ratbag a little easier.

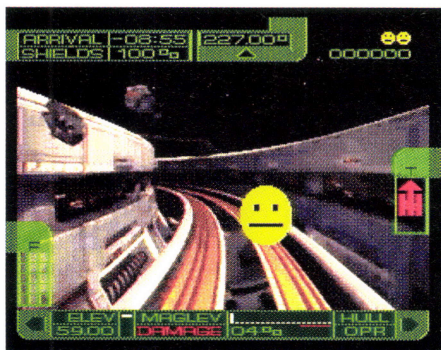


## MORT-PONG

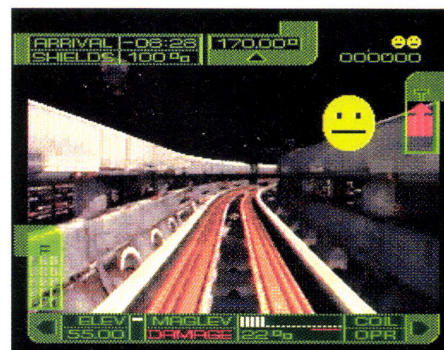
Check out this neat game-within-a-game. When your raver buddy Mort appears on screen, pause the game and enter the code **C, A, Left, Left, A, C, A, Left, Left, A**. Unpause the game and Mort will dance around the screen like a game of *Pong*. Control your paddle by pressing **Up** or **Down** on the D-pad.



**PAUSE** the game and press **C, A, Left, Left, A, C, A, Left, Left, A**.



**UNPAUSE** the game and Mort will start flying around the screen like a mad-style *Pong* game.



Control the paddles by pressing **Up** or **Down** on the joystick.



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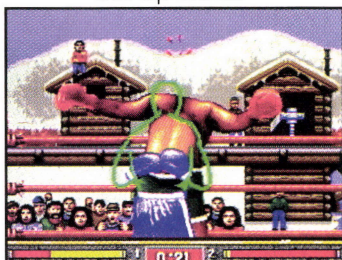
## Cheat Passwords

Following in the footsteps of recent EA Sports games, *Toughman Contest* includes a mass of cheating possibilities. Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

### Director's Cut

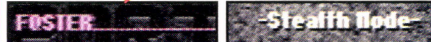


Enter the password **RUBE**. The words "Director's Cut" appear on the Game Set-Up Menu.

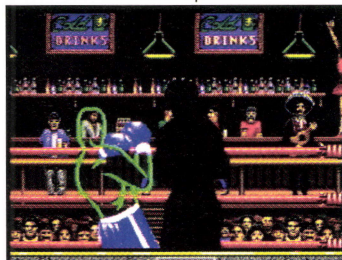


Start the game and you'll find that Fighter 2 is headless and that the blood is flowing.

### Stealth Mode

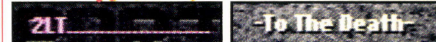


Enter the password **FOSTER**. The words "Stealth Mode" appear on the Game Set-Up Menu.

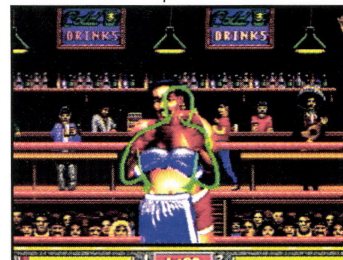


Start the game and you'll find that Fighter 2 is the Noob Saibot of *Toughman Boxing*.

### To the Death Mode



Enter the password **2LT**. The words "To The Death Mode" appear on the Game Set-Up Menu.

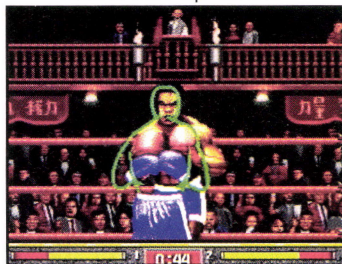


Start the game and you'll find that time is infinite. The first fighter to get three knock-downs wins.

### Caffeinated Mode

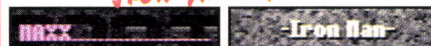


Enter the password **HYPER**. The words "Caffeinated Mode" appear on the Game Set-Up Menu.

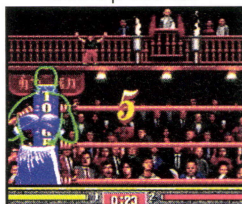


Start and you'll find that the game is played at double speed.

### Iron Man Mode



Enter the password **MAXX**. The words "Iron Man Mode" appear on the Game Set-Up Menu.



Start the game and you'll find that Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

### All The Moves



Enter the password **MRBUCKEYE**. The words "All The Moves" appear on the Game Set-Up Menu.

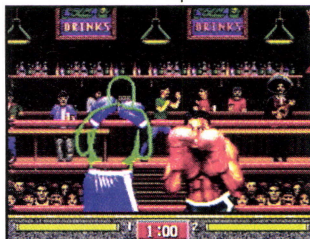


Start the game and find that you can throw all of the power punches no matter what fighter configuration you set up.

### Little Napoleon

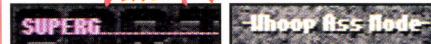


Enter the password **WEASEL**. The words "Little Napoleon" appear on the Game Set-Up Menu.

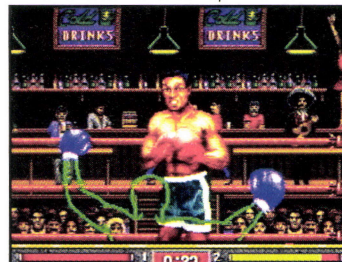


Start the game and Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

### Whoop Ass Mode



Enter the password **SUPERG**. The words "Whoop Ass Mode" appear on the Game Set-Up Menu.



Start the game and you'll find that the CPU difficulty is as high as you can get. The CPU will probably beat you quickly.

### Nuclear Waste Man



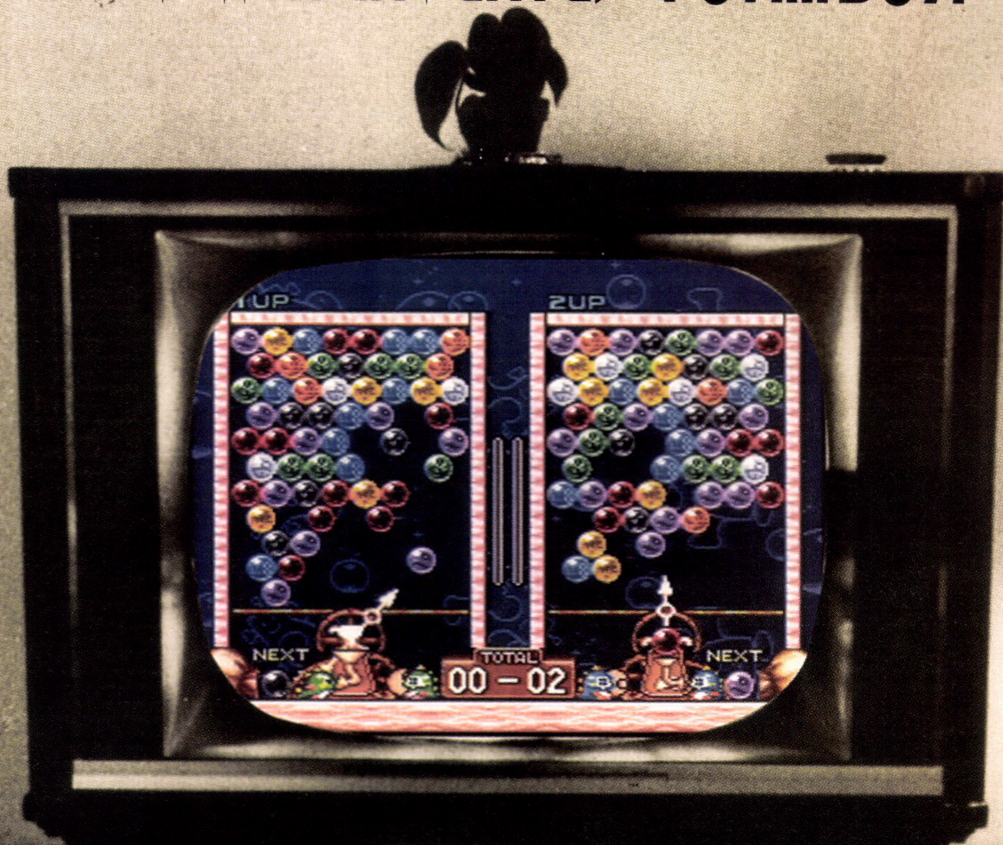
Enter the password **NUCLEAR**. The words "Nuclear Waste Man" appear on the Game Set-Up Menu.



Start the game and you'll find that your opponent is glowing with radioactive waste.



# IT'S WHAT TV WAS INVENTED FOR...BUST A MOVE!



Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color balloons and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

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## GAME GENIE

### CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

#### JURASSIC PARK PART 2: THE CHAOS CONTINUES Super NES



DD30-1DAF—Don't flash after getting hit

6DED-3A9D—Don't take damage from some larger dinosaurs

D462-48DD—Some dinosaurs die with one hit

4DC5-C67C—Velociraptor takes more damage

#### THE REN AND STIMPY SHOW: TIME WARP Super NES

Note: The following codes only work for player one only.

CBBE-4468 + 6DBE-47D8 + DDBE-4768 + 62BE-47A8—Don't have to charge special attack

82ED-4DD6—Infinite energy

82EA-34D6—Energy never goes back up

DB3A-1DA2—Start with ten lives

#### SUPER ADVENTURE ISLAND II Super NES

C29B-EF0F—Almost infinite energy

C2B4-7D8E—Small potions don't restore energy

DDF1-770B—Don't fall at all; switch off to touch the ground again

#### BUBBLE BOBBLE Game Gear

Game Gear

01F-0BE-F72—Start with one life

09F-0BE-F72—Start with nine lives

#### QUEST FOR THE SHAVENYAK STARRING REN HOEK AND STIMPY Game Gear



093-4EE-E66—Start with nine lives

001-D8F-5D4—Start on a strange level

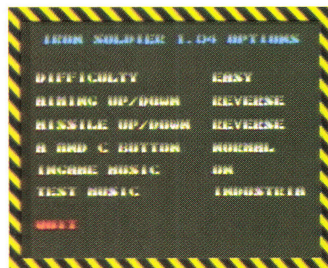
031-C0E-F72—StimpY starts with half energy after first life

00E-ECB-803—Flash a lot longer after getting hit



## INSANE MODE

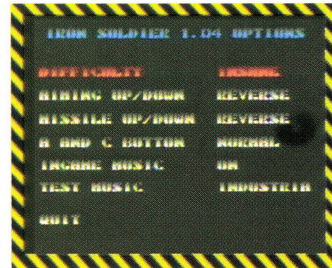
If you're really into this giant robot game, you might have found this first code already. When you finish the game on the Hard setting, the ending screens will tell you that if you type in the word "OUCH" at the Options screen, you will get a new difficulty setting called "Insane." (The numbers are like those on a phone, with letters appropriated to each number. 2 is ABC, 3 is DEF, etc.) OUCH would be the numbers 6, 8, 2, 4. If you've entered the code correctly, the screen will flash all psychedelic. Go to the difficulty option and scroll through the choices. You'll find that there is a new setting called "Insane."



Spell **OUCH** using the keypad, by pressing the numbers 6, 8, 2, 4.



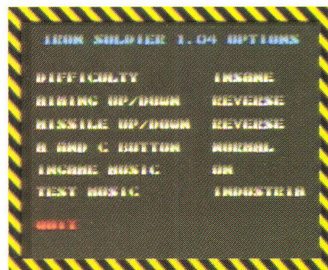
The screen will flash if you've entered the code correctly.



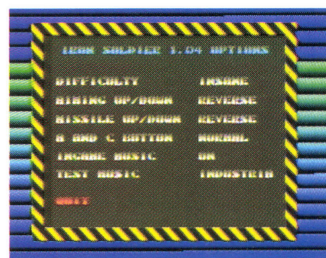
There is now a new difficulty setting called "Insane."

## UNLIMITED FIREPOWER

To go for unlimited weapon power, enter the word "CRATES" at the options menu. This corresponds to the numbers 2, 7, 2, 8, 3, 7. Start the game and you'll find that any weapon you fire will not deplete your weapon's energy.



Spell **CRATES** on the keypad using the numbers 2, 7, 2, 8, 3, 7.



The screen will flash if you've entered the code correctly.



Start the game and you'll find that no matter how much you shoot, you won't run out of ammo!

## STAGE AND AMMO SELECT

For complete level and weapon access enter the code 3, 7, 6, 6, 8, 2, 4, 2 at the options menu. Start the game and you'll find that you can now choose any weapon and any level to start at.



Enter the numbers 3, 7, 6, 6, 8, 2, 4, 2.



The screen will flash if you've entered the code correctly.



Start the game and you'll find that you can choose any level...



...and arm yourself with any weapon. Blast away!





ONE MUST BE OF PURE MIND  
AND HEART TO VANQUISH THE  
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conjures an unbeat-  
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AND YE SHALL BE  
ALLOWED TO PASS!



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DEEP WITHIN  
THE DUNGEON'S  
BOWELS!



SURVIVAL  
DEPENDS ON  
MASTERING  
MANY SPELLS!



HAUNTING MELODIES  
STIR UNHOLY  
APPARITIONS!

"Bored of just playing  
roles...Warlock delivers  
horrific  
action!"



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**SEPTEMBER '95**

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CIRCLE #105 ON READER SERVICE CARD.



## Mutant Moves



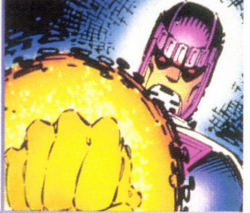



### LEGEND

- P** = Punch      **PPP** = Hit all three punch buttons at the same time.  
**K** = Kick      **KKK** = Hit all three kick buttons at the same time.  
**\*** = The direction or effect of the move will change depending on the button you choose.

	Level 1	Level 2	Level 3	Other Skills
WOLVERINE	<b>Drill Claw</b> P + K (same strength) + Joystick Direction  <b>Tornado Claw</b> → ↓ ↘ + P	<b>Super Speed</b> ↓ ↙ ← + P  <b>Healing</b> ↓ ↙ ← + K	<b>Berserker Barrage</b> ↓ ↘ → + PPP	Air throw and wall jump
STORM	<b>Lightning Attack</b> P + K (same strength) + Joystick Direction <b>Typhoon</b> ↓ ↘ → + P <b>Lightning Ball</b> Rapidly tap MP	<b>Wind Blast</b> ↓ ↘ → + KKK <b>Flight</b> ↓ ↙ ← + P <b>Wind Dash</b> → →	<b>Lightning Storm</b> ↓ ↘ → + PPP	Air throw and the flying dash (PPP while flying, use joystick to control direction.)
COLOSSUS	<b>Power Charge</b> ↓ ↘ → + K* <b>Hurricane Throw</b> ↓ ↘ → + P (Spin joystick after grab)	<b>Super Armor</b> (The big guy becomes invincible) ↓ ↙ ← + PPP	<b>Dive Bomb</b> ↓ ↘ → + PPP (Press P* again to dive)	Air throw
CYCLOPS	<b>Optic Blast</b> ↓ ↘ → + P <b>Laser Burst</b> Hold ← and hit HP <b>Gene Splice</b> → ↓ ↘ + P		<b>Tracking Blast</b> ↓ ↙ ← + PPP (Joystick controls direction) <b>Mega Optic Blast</b> ↓ ↘ → + PPP	
ICEMAN	<b>Optic Blast</b> ↓ ↘ → + P <b>Laser Burst</b> Hold ← and hit HP <b>Gene Splice</b> → ↓ ↘ + P		<b>Tracking Blast</b> ↓ ↙ ← + PPP (Joystick controls direction) <b>Mega Optic Blast</b> ↓ ↘ → + PPP	
PSYLOCKE	<b>Psi Flash</b> ↓ ↘ → + P* <b>Psi Blade</b> ↓ ↘ → + K <b>Rolling Attack</b> ↓ ↙ ← + K	<b>Ninjutu</b> ↓ ↙ ← + PPP	<b>Psi Thrust</b> ↓ ↘ → + PPP (then Joystick Direction)	
RED OMEGA	<b>Tentacle</b> ↓ ↘ → + P* (after grab, P or K to drain, joystick direction to throw) <b>Omega Strike</b> ↓ ↘ → + K*		<b>Omega Destroyer</b> ↓ ↘ → + PPP	



	Level 1	Level 2	Level 3	Other Skills
<b>SPIRAL</b> 	<b>Dancing Sword</b> →↓↘← + PPP (P* to throw one sword, ↓↘→ + P* to throw all swords, ↓↘→ + K* to throw swords up)	<b>Teleport</b> ↓↘← + P* (MP to teleport above enemy, LP to switch places with enemy)  <b>Power Dance</b> ↓↘← + K* (LK for strength dance, MK for speed dance, SK for invisible dance)	<b>Morph Attack</b> →↓↘↘→ + PPP	Air throw, air catch, opponent combo smother (Hit HP after leaping onto a standing opponent)
<b>SENTINEL</b> 	<b>Rocket Punch</b> ↓↘→ + P*  <b>Sentinel Force</b> ↓↘→ + K*  <b>Air Dive</b> Jump, then hold ↓ + HP	<b>Flight</b> ↓↘← + PPP	<b>Plasma Storm</b> ↓↘→ + PPP	
<b>SILVER SAMURAI</b> 	<b>Shuriken</b> ↓↘→ + P  <b>Blade Storm</b> Press P Rapidly  <b>Air Stab</b> ↓↘→ + K	<b>Power Sword</b> ↓↘← + P* (LP—Electric Sword, MP—Ice Sword, SP—Fire Sword)  <b>Samurai Shadow</b> ↓↘← + KKK	<b>Lightning Strike</b> ↓↘← + PPP	Air throw



## Go Directly to Planet Todd

To add a little spice to the flavor of this game, go to the main menu and highlight the "World" option. Select "World" and you will go to the map screen. Press the 2 and 4 buttons on the numeric keypad. The different lands will not be highlighted, and when you go back to the main menu, the "World" will be called "Planet Todd." This new level contains a quarter pipe, two jump ramps and a couple of blocks. It's just like Powell skate park in Santa Barbara, California.



Highlight and select the "World" option.



You will go to the world select screen.



Press 2 and 4 on the keypad and the highlight cursor will disappear.



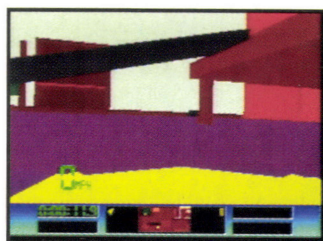
Now the "World" option on the main menu will say "Planet Todd."



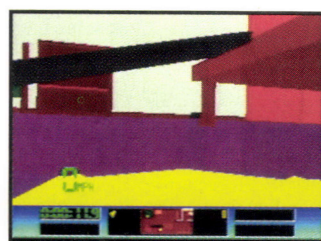
Planet Todd is like an indoor skate park for a car.

## Change Camera Angle and Debug

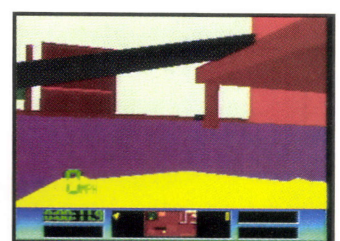
To get a different view of your car, press the 6 and 8 buttons on the numeric keypad any time during play. Three rows of numbers will appear in the bottom left corner, and you can now watch your car from different camera angles.



Start a game and press the 6 and 8 buttons on the number pad.



Three rows of numbers will appear in the bottom left corner of the screen.



Try pressing different numbers on the keypad to access different camera angles.



**Change the way you read a**

# ULTIMATE GAMER

## **A New Voice**

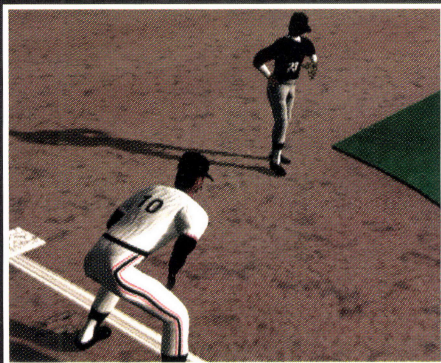
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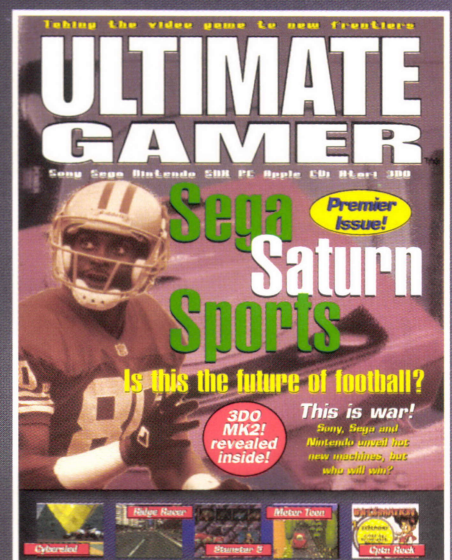
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## A New Age

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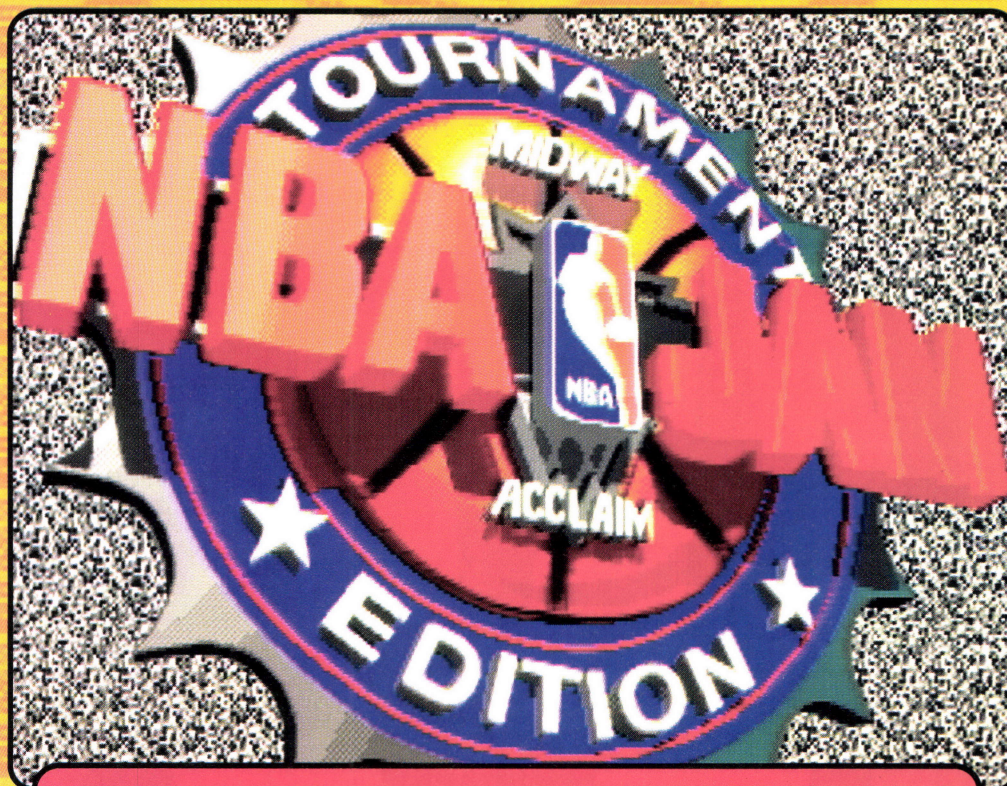


**Premiere issue on  
sale May 23rd**

**See subscription ad on page 72**



So you thought you'd had enough basketball after you played *NBA JAM* for the home system? Think again folks, because the *Tournament Edition* is so much bigger and better than the first, that you're gonna sell the first version back to your local game store, and pick up the second one. You guys are going to go nuts.



## CAVALCADE OF CODES

by Nikos Constant

### Secret Characters

As expected, there are a ton of secret characters in *NBA JAM T.E.* Along with your old favorites, there are some surprises, so here's how you get them. To enter the Benny the Bull code on the Super NES, you must enter the initials BNY by pressing the code buttons **B**, **N**

and **Y** along with the **START** button as follows: First highlight the initial **B**, hold **START** and press the **B** button. Next, highlight **N** and press any button *without* pressing **START**. Remember that when a code includes the

button "N", that means that you can enter the corresponding letter with any button, but you must not hold **START** while you're doing

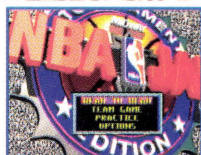
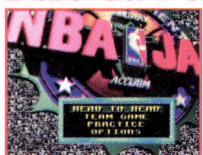
it. Finally, put the cursor on **Y**, hold **START** and press **Y**.

As you can see on our list of initials and codes, the procedure for accessing Benny on the Genesis is the same, except you have to enter the last initial **Y** with the **C** button and **START** instead of **Y+START**.

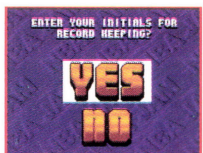
REMEMBER: If a code uses the button "N", it means that you can enter the initial with any button, but without holding **START**. All other buttons in the "codes" shown must be pressed while holding the **START** button down. Get it? Got it? Good.

SNES

GENESIS



Choose a Head to Head game.



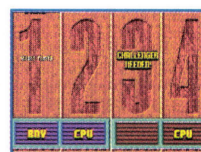
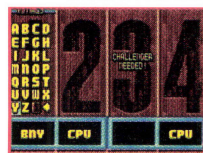
Choose Yes.



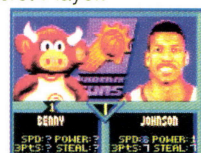
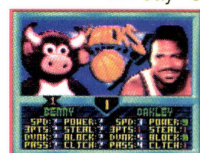
To play as Benny, put the cursor on **B**, hold **START** and press **B**...



...then put the cursor on **N**, and press any button without holding **START**.



The code will be entered and the screen will say "Secret Player."



Now you can play Benny the Bull...



...team mascot of the Chicago Bulls.

Finally, put the cursor on **Y**, hold **START** and press **Y** (or **START+C** on the Genesis).



# Secret Characters

## GENESIS

**AMX**

CHOW-CHOW  
Initials: AMX  
Code: NAC



**RAY**

WEASEL  
Initials: RAY  
Code: BAC



**LGN**

BRUTAH  
Initials: LGN  
Code: ABN



**DAN**

KABUKI  
Initials: DAN  
Code: NBA



**XYZ**

FACIME  
Initials: XYZ  
Code: BBA



**MJT**

TURMELL  
Initials: MJT  
Code: ANA



**BRD**

LARRY BIRD  
Initials: BRD  
Code: ACA



**BLZ**

BLAZE  
Initials: BLZ  
Code: CNC



**GOR**

SUNS GORILLA  
Initials: GOR  
Code: NBB



## SNES

**AMX**

CHOW-CHOW  
Initials: AMX  
Code: NAY



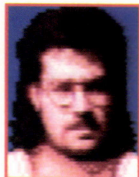
**RAY**

WEASEL  
Initials: RAY  
Code: BAY



**LGN**

BRUTAH  
Initials: LGN  
Code: ABN



**DAN**

KABUKI  
Initials: DAN  
Code: NBA



**XYZ**

FACIME  
Initials: XYZ  
Code: BBA



**MJT**

TURMELL  
Initials: MJT  
Code: ANA



**BRD**

LARRY BIRD  
Initials: BRD  
Code: AYA



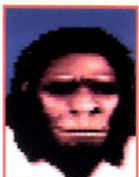
**BLZ**

BLAZE  
Initials: BLZ  
Code: YNY



**GOR**

SUNS GORILLA  
Initials: GOR  
Code: NBB



## GENESIS

**CIC**

BILL CLINTON  
Initials: CIC  
Code: ANB



**HC**

HILARY CLINTON  
Initials: HC  
Code: NBN



**ROY**

PRINCE CHARLES  
Initials: ROY  
Code: BAN



**HVY**

HEAVY D  
Initials: HVY  
Code: ANB



**JAZ**

JAZZY JEFF  
Initials: JAZ  
Code: CAA



**WIL**

FRESH PRINCE  
Initials: WIL  
Code: CBN



**SOX**

FRANK "BIG HURT" THOMAS  
Initials: SOX  
Code: BNA



**PHI**

RANDALL CUNNINGHAM  
Initials: PHI  
Code: NAC



**MKD**

MIKE D  
Initials: MKD  
Code: CNC



## SNES

**CIC**

BILL CLINTON  
Initials: CIC  
Code: ANB



**HC**

HILARY CLINTON  
Initials: HC  
Code: NBN



**ROY**

PRINCE CHARLES  
Initials: ROY  
Code: BAN



**HVY**

HEAVY D  
Initials: HVY  
Code: ANB



**JAZ**

JAZZY JEFF  
Initials: JAZ  
Code: YAA



**WIL**

FRESH PRINCE  
Initials: WIL  
Code: YBN



**SOX**

FRANK "BIG HURT" THOMAS  
Initials: SOX  
Code: BNA



**PHI**

RANDALL CUNNINGHAM  
Initials: PHI  
Code: NAY



**MKD**

MIKE D  
Initials: MKD  
Code: YNY





# GENESIS

**ADR**

AD ROCK  
Initials: ADR  
Code: NCB



**MCA**

MCA  
Initials: MCA  
Code: BBN



**AIR**

AIR DOG  
Initials: AIR  
Code: CNB



**KSK**

KID SILK  
Initials: KSK  
Code: NBC



**HTP**

SCOOTER PIE  
Initials: HTP  
Code: ANC



**MPF**

MOOSEKAT  
Initials: MPF  
Code: BCN



**JAY**

MOON  
Initials: JAY  
Code: NAB



**CK**

KIRBY  
Initials: CK  
Code: BNC



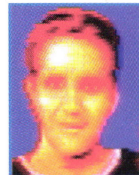
**GOF**

SNAKE  
Initials: GOF  
Code: ACB



**JF**

FALCUS  
Initials: JF  
Code: ANC



# SNES

**ADR**

AD ROCK  
Initials: ADR  
Code: NYB



**MCA**

MCA  
Initials: MCA  
Code: BBN



**AIR**

AIR DOG  
Initials: AIR  
Code: YNB



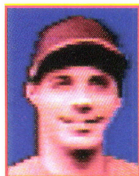
**KSK**

KID SILK  
Initials: KSK  
Code: NBY



**HTP**

SCOOTER PIE  
Initials: HTP  
Code: ANY



**MPF**

MOOSEKAT  
Initials: MPF  
Code: BYN



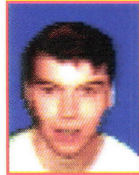
**JAY**

MOON  
Initials: JAY  
Code: NAB



**CK**

KIRBY  
Initials: CK  
Code: BNY



**GOF**

SNAKE  
Initials: GOF  
Code: AYB



**JF**

FALCUS  
Initials: JF  
Code: ANY



# GENESIS

**MCM**

MUSKETT  
Initials: MCM  
Code: BBC



**NDH**

HILL  
Initials: NDH  
Code: ABA



**RJR**

RIVETT  
Initials: RJR  
Code: NAC



**SAL**

DIVITA  
Initials: SAL  
Code: ACN



**SL**

LIPTAK  
Initials: SAL  
Code: NBB



**TWG**

GOSKIE  
Initials: TWG  
Code: BNA



**JMC**

CARLTON  
Initials: JMC  
Code: CCB



**BNY**

BENNY  
Initials: BNY  
Code: BNC



**HGO**

HUGO  
Initials: HGO  
Code: NCA



**CRN**

CRUNCH  
Initials: CRN  
Code: ABN



# SNES

**MCM**

MUSKETT  
Initials: MCM  
Code: BBY



**NDH**

HILL  
Initials: NDH  
Code: ABA



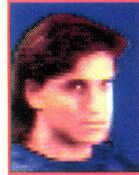
**RJR**

RIVETT  
Initials: RJR  
Code: NAY



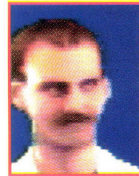
**SAL**

DIVITA  
Initials: SAL  
Code: AYN



**SL**

LIPTAK  
Initials: SAL  
Code: NBB



**TWG**

GOSKIE  
Initials: TWG  
Code: BNA



**JMC**

CARLTON  
Initials: JMC  
Code: YYB



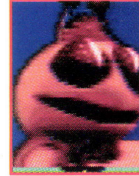
**BNY**

BENNY  
Initials: BNY  
Code: BNY



**HGO**

HUGO  
Initials: HGO  
Code: NYA



**CRN**

CRUNCH  
Initials: CRN  
Code: ABN



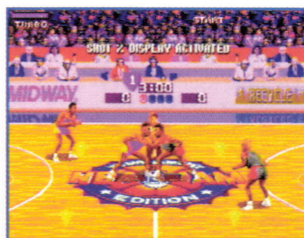


# POWER-UPS

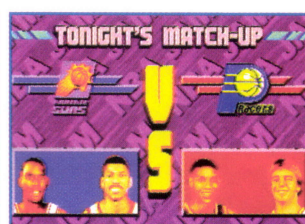
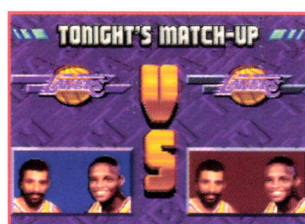
Each of the following power-ups for the Super NES (shown in red on the left) and Genesis (in blue on the right) are to be entered at the "Tonight's Match-Up" screen. Just punch in the code and wait for the juice. For example, to get the "Shot %" code to work, choose a team and wait for the match-up screen to appear. Now enter the code **Up, Up, Down, Down, B**. When the game starts, the words "SHOT % DISPLAY ACTIVATED" will come on the screen. This indicates that you did the code correctly. Now, with every jump shot you try, the % chance of you making it will appear in the corner.



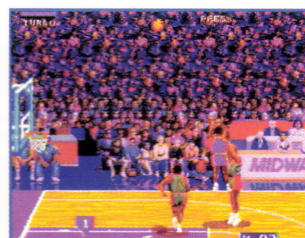
Select the team you wish to use, then...



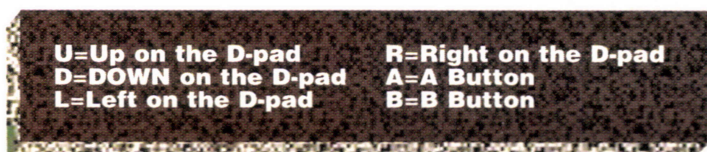
At the tip-off, the words "SHOT % DISPLAY ACTIVATED" will appear.



...enter the code **Up, Up, Down, Down, B** at the match-up screen.



You will see a Shot % for every jump shot you attempt.



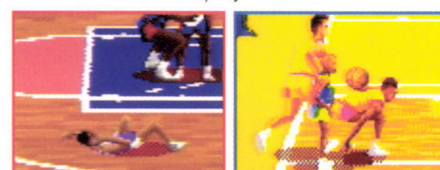
Shot % Display: U U D D B



Quick Hands (better intercepts): L L L L A R



Power Up Offense: A B U A B U D



Block 1 and only Teammate falls: U U U U L L L L A B



Increase to Maximum Power: R R L R B B R



Power Up 3 pt.: U D L R L D U



Teleport Pass: U R R L A D L L R B



Power UP G.T. (Goal Tending): R U D R D U



Power Up Dunks: L R A B B A



High Shots: U D U D R U A A A A D



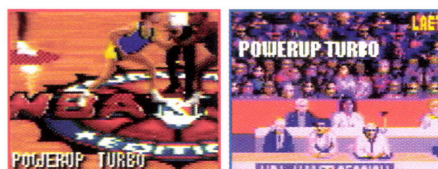
Power Up Fire: D R R B A L



Power Push: D R A B A R D



Speed Up: U U U U L L L L B A



Power Up Turbo: B B B A D D U L



Block One Opponent and both fall: U U U U L L L L A A



Slippery Court: A A A A R R R R R R



# Power Instinct 2™



## Killer Kombos

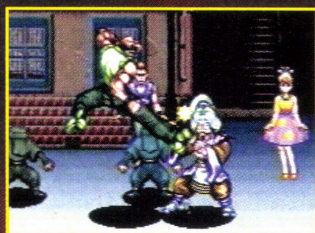
by Tyrone Rodriguez

With the popularity of big-budget titles like *Killer Instinct*, there aren't a lot of arcade owners who have been willing to take a chance on a lesser-known title like *Power Instinct 2*. However, if you enjoyed the original *Power Instinct* in the arcades or on

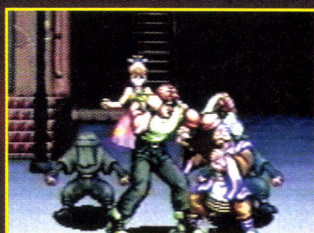
the Super NES, you owe it to yourself to seek out this sequel. One of the keys to the underground appeal of the game is the character design; fighters like the "grandma" Gogetsuji Oume are unforgettable and Annie and Reiji are popular enough in Japan to have earned their own comic book adventures. *PI2* is fast and funny and the controls are sweet. Since there's a full moves list on the sticker on the front of the machine, we're giving you a batch of field-tested combos for big damage and opponent humiliation. Have fun!



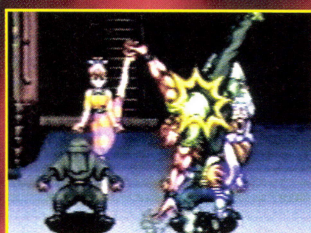
## KEITH WAYNE: FIVE-HIT ROLLING CANNON COMBO



1.) Come in with a flying **Strong Kick**.



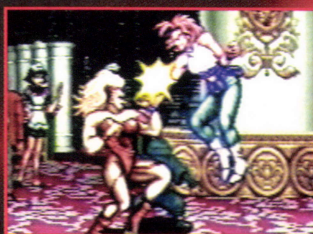
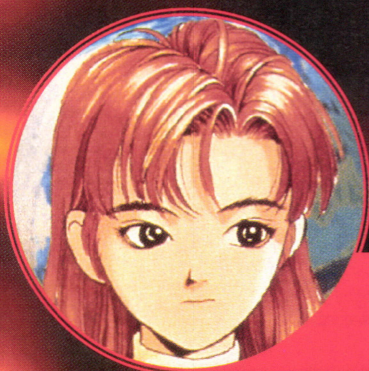
2.) Attack with a standing **Weak Punch**.



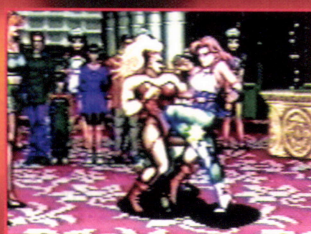
3.) From there into a Rolling Cannon (→↘↓+Kick) for up to five hits.



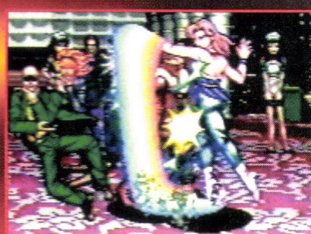
## ANNIE HAMILTON: FOUR-HIT RAINBOW LIFT



1.) Jump in with a deep **Strong Punch**.

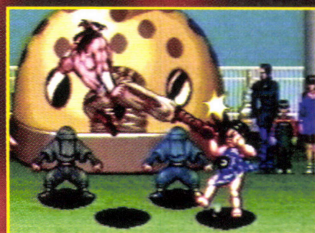


2.) Now hit them with a standing **Weak Kick** and go into a...



3.) ...Rainbow Slice (→↓↘+Punch) for a total of four hits and a possible dizzy.

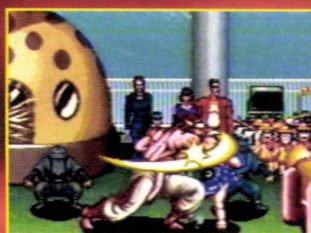
## WHITE BUFFALO: FOUR-HIT BUFFALO RUSH



1.) Come in with a deep **Strong Kick** and charge diagonally **Down/Back**.



2.) Perform one low **Weak Punch**...



3.) ...then go into a **Smash Tackle Blow** (→+Punch after charging **Back**).



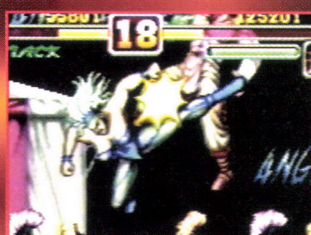
## ANGELA BELTI: THREE-HIT "THAT'S GOTTA HURT!" COMBO



1.) Attack with a deep flying **Strong Punch** and charge **Back**.



2.) A standing **Weak Punch**...



3.) Finish it with her **Giant Buster Super Attack** (→+Weak Kick+Strong Kick after charging **Back**).

(with endurance meter in "Attack" mode)



# THIN NEN: THREE-HIT SKELETON COMBO

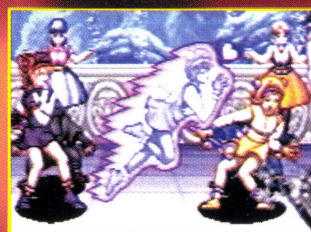
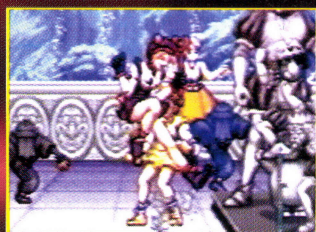
(with endurance meter in "Attack" mode)



1.) Have Nen come in with a deep **Strong Kick**.

2.) From there, do his Skeleton Charge Super Attack (press all four buttons) for a minimum of three total hits.

# HANANOKOJI KURARA: THREE-HIT STARDUST REVOLUTION



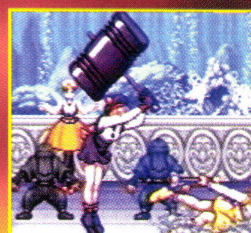
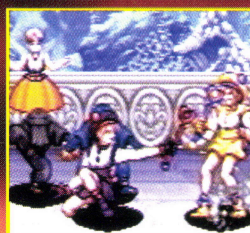
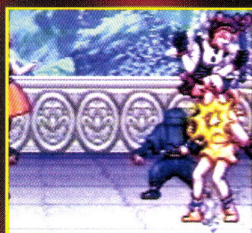
(with endurance meter in "Attack" mode)

1.) Come in with a super deep flying **Strong Punch**.

2.) Do a **Weak Punch**...

3.) ...into her Stardust Revolution Super Attack (↓↘→+Weak Punch+Strong Punch). After the combo you can hit your opponent as much as you like; they won't be able to block for about ten seconds.

# HANANOKOJI KURARA: EIGHT-HIT "THAT'S A HAMMER"



1.) Start the combo with a high flying **Strong Kick**.

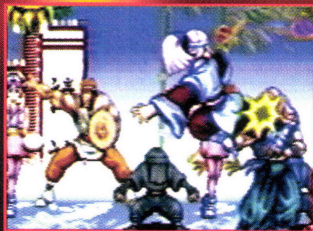
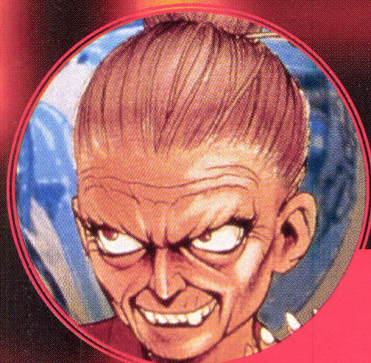
2.) Attack with four standing **Weak Punches**.

3.) One ducking **Weak Punch**...

4.) ...one last standing **Weak Punch**...

5.) ...and into the Miracle Attack (↓↙←+Weak Punch+Strong Punch).

# GOKETSUJI OSHIMA: FOUR-HIT RAPUNZEL SLAP

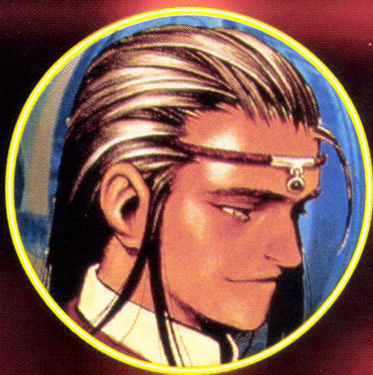


1.) Come in with a deep **Strong Kick** and charge diagonally **Down/Back**.

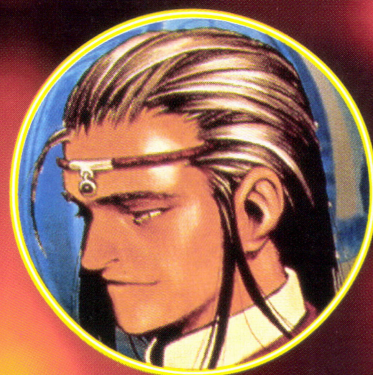
2.) Do a low **Weak Kick**...

3.) ...followed by the Rapunzel Slap (→+Punch after charging **Back**).





# SAHAD ASRAN RYUTO



## THREE-HIT FLAMING FISTS



1.) Jump in with a deep **Strong Kick** and charge diagonally **Down/Back**.



2.) Now one low **Weak Punch** or **Weak Kick**...



3.) ...into the **Fist of Flames** (→+**Punch** after charging **Back**).

## FOUR-HIT JUGGLING GENIE

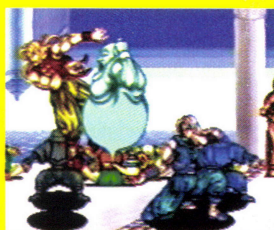
(Five hits if your opponent is cornered)



1.) Attack with a flying **Strong Kick** (charge **Down**).



2.) Then do a low **Weak Punch**...



3.) ...into a **Strong Punch Arabian Cha Cha** (↑+**Strong Punch** after charging **Down**) for two to three juggling hits.

## THREE- TO FIVE-HIT FIRE STORM COMBO



1.) Jump in with a deep **Strong Kick**.

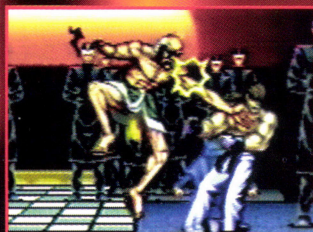


2.) Do one standing **Weak Punch**...

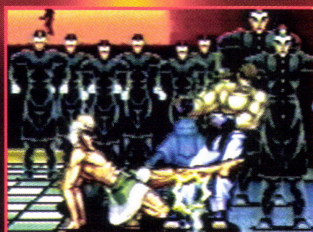


3.) ...into a **Strong Punch Fire Storm** (→↓↘+**Strong Punch**) for a minimum of three hits or a maximum of five.

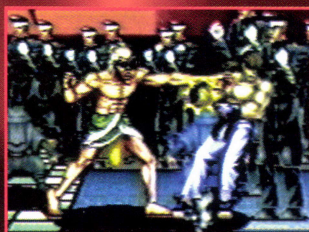
## KOKUIN KANJI: THREE-HIT MANUAL COMBO



1.) Come in with a deep flying **Strong Punch** or **Strong Kick**.



2.) Do a low **Weak Kick**...

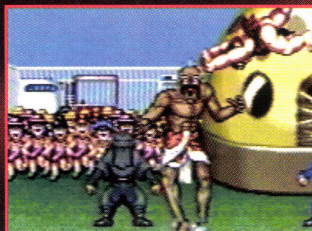
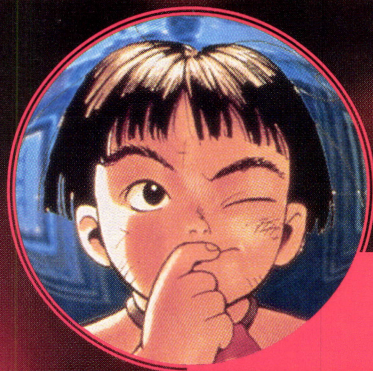


3.) ...then a standing **Strong Punch**.

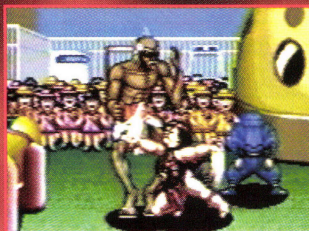




# KOKUIN KINTA: THREE-HIT FLYING FISH



1.) Attack with a jumping **Strong Punch** and charge **Down**.

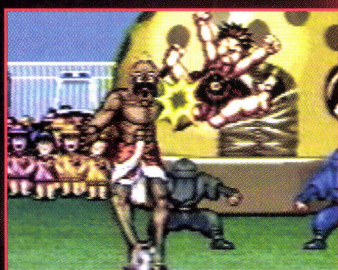


2.) Do a ducking **Weak Punch**...



3.) ...followed by a Giantkou Attack (**↑+Punch** after charging **Down**).

## FOUR-HIT MANUAL COMBO



1.) Jump in with a deep **Strong Punch**.

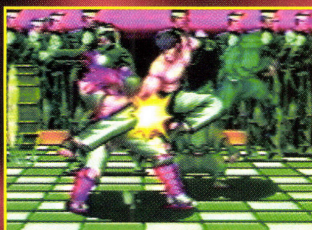
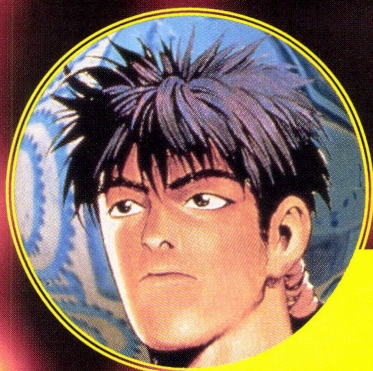


2.) Now hit them with a standing **Weak Kick** and go into a...

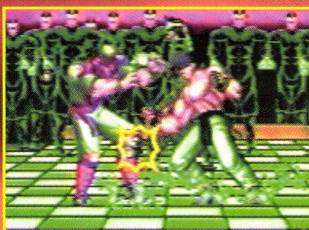


3.) ...Rainbow Slice (**→↓↘↘+Punch**) for a total of four hits and a possible dizzy.

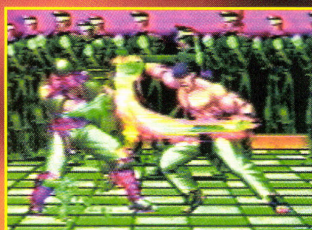
# REIJI OYAMA: THREE-HIT THUNDER BALL



1.) Jump in with a **Strong Kick**.

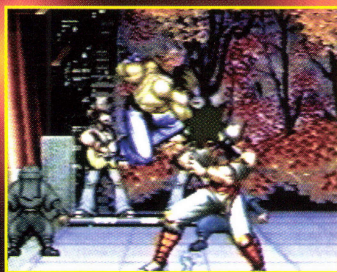


2.) Do a standing **Strong Punch**, then...



3.) ...go into the **Thunder Ball** (**↓↘↘+Punch**)

## THREE-HIT DRAGON JUGGLE



1.) Jump in with a deep **Strong Punch**.



2.) As soon as you hit the ground, go into his Flying Dragon Punch (**→↓↘↘+Punch**). It's easy and unstoppable.



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Available at your local retailer for the Sega™ Genesis™, Sega Game Gear™ and Super NES™ game platforms.

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- (1) GRAND PRIZE: Kawasaki Ninja 250 Motorcycle
- (2) FIRST PRIZES: Kawasaki World Assault Leather Varsity Jacket
- (5) SECOND PRIZES: Two Time Warner Interactive Video Games
- (25) THIRD PRIZES: Kawasaki Water Bottle and Key Chain

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_

ZIP \_\_\_\_\_

AGE \_\_\_\_\_

PHONE \_\_\_\_\_

No purchase required. One entry per person. To enter, fill in the above information or print your name, address, city, state, zip code, phone number, and age on a 3" x 5" piece of paper and mail to the address below. Sweepstakes runs from March 15, 1995 through June 15, 1995. Entries must be postmarked no later than June 15, 1995. Void where prohibited. Not responsible for late, lost, mislaid, or misdirected mail. This sweepstakes is sponsored by Time Warner Interactive, Inc. and is open to U.S. residents excluding employees (and their immediate families) of Time Warner Interactive, Inc., their parent companies, subsidiaries, affiliates and agencies. Prizes and approximate retail values are: Grand Prize: (1) Kawasaki Ninja 250 motorcycle (\$3,499.00); (2) First Prize: Kawasaki World Assault leather varsity jacket (\$550.00 ea.); (3) Second Prize: Set of two Time Warner Interactive video games of the winners' choice (\$120.00 each set); (25) Third Prize: Kawasaki water bottle and key chain (\$3.00 ea.). Total retail value of all prizes is \$4,674.00. Chances of winning are determined by total number of valid entries received. Winners will be randomly drawn on or about June 16, 1995 and will be notified by mail. All prizes will be awarded. Judges' decisions are final. Cash equivalents or merchandise will be awarded for grand prize if entrant is under the age of 18. Taxes, if any, are the responsibility of the winners. For a list of winners, send a self-addressed, stamped envelope to: Kawasaki SuperBike Challenge Sweepstakes, P.O. Box 360782, Milpitas, CA 95036-0782. Requests must be received before June 30, 1995. Void where prohibited. Void in Quebec, Canada. All federal, state and local laws and regulations apply. Acceptance of prize constitutes permission to use winners' names and likeness for publicity purposes without additional compensation or permission.



Over the last 13 years, The Amazing Spider-Man has been featured in more than 15 home video games. That total does not include cameo appearances in three other game cartridges, at least three different computer games and one coin-operated arcade game—nor does it include the two brand-new *Spider-Man* games due this month from Acclaim or other surprises in the future.

Clearly, Marvel Comics' friendly neighborhood web-slinger has appeared in more video games than any other comic book superhero; Batman, the runner-up, would need almost a half-dozen new games to even come close. In recognition of this achievement, I've gone back through the VIDEOGAMES archives and my own personal collection to bring you this recap of Spidey's electronic adventures.

by Chris Bieniek

# The AMAZING SPIDER-GAMES

A Complete History of Spider-Man's Adventures in Video Games

ATARI  
VCS



Spider-Man

GAME  
BOY



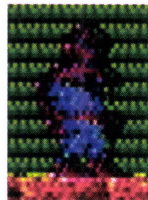
The Amazing Spider-Man

GENESIS



Spider-Man vs. The Kingpin

NES



Spider-Man: Return of the Sinister Six

GAME  
BOY



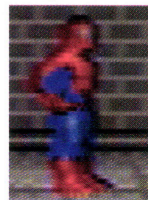
Spider-Man 2

MASTER  
SYSTEM



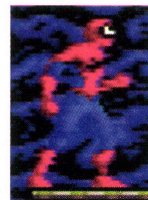
Spider-Man vs. The Kingpin

GAME  
GEAR



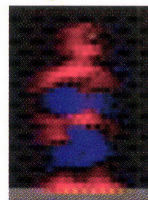
Spider-Man vs. The Kingpin

SUPER  
NES



Spider-Man/X-Men: Arcade's Revenge

GAME  
GEAR

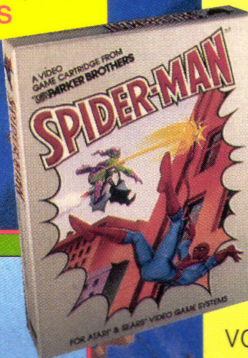


Spider-Man: Return of the Sinister Six



# In the Beginning...

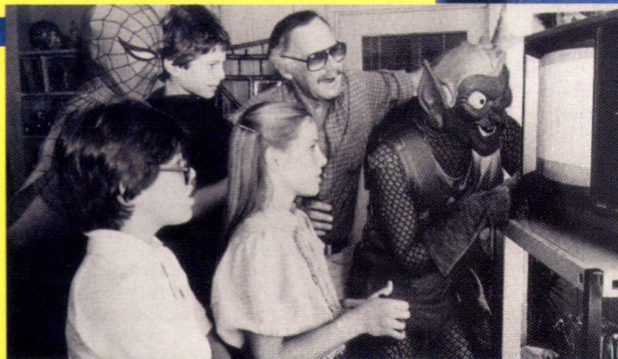
Spider-Man  
Parker Brothers, 1982  
Atari 2600/VCS



The Amazing Spider-Man had already been crawling up walls for 20 years when he made his first appearance in a video game. Not that two decades was a long time to wait; in fact, when Marvel's Stan Lee and Steve Ditko created the character in 1962, a student at the Massachusetts Institute of Technology named Steve Russell was just putting the finishing touches on a computer program called *Spacewar*, widely considered to be the very first video game. Many years passed before the affordable home gaming systems were capable of displaying familiar characters with enough detail to make them identifiable. When Parker Brothers released *Spider-Man* for the Atari Video Computer System (a.k.a. 2600) in 1982, it was only the second game to feature a comic book superhero. (Atari's memorable *Superman* VCS cart had appeared during the previous year.)

In the original *Spider-Man* game, our hero had to scale towers by swinging from webs, capturing bad guys and defusing bombs that had been planted by his lifelong nemesis, the Green Goblin. If you were good enough to make it past the Goblin to the top floor, the game's difficulty would increase for the next building. You're a true fan of classic video games if you can hum the 25-note musical theme that started each round of Spidey's climb.

Considering the limitations of the hardware and the admittedly primitive nature of video games from 1982 in general, *Spider-Man* is a challenging and entertaining cartridge that's fondly remembered by those who played it. The key to its success as a playable video game lies in the web-shooting controls; you can aim your web in different directions and pinpoint the exact spot where you want each web-line to be anchored. If you fall, you can even snag the building's facade with a web to save yourself from splattering on the ground.



In this Marvel publicity photo, Spider-Man and the Green Goblin demonstrate their new game to a group of kids led by Spidey's co-creator Stan Lee.

Parker Brothers was also a publisher of games for Atari's 5200 system as well as Mattel's Intellivision and Coleco's ColecoVision machine. Though the company did create adaptations of hot titles like *Frogger* and *Q\*Bert* for several different game systems, *Spider-Man* was never planned for release on more than one platform. Trivia fans will be interested to learn that the company had also developed a VCS cartridge based on another popular Marvel character, The Incredible Hulk, but the game was never released.

The original *Spider-Man* print ad—illustrated by Marvel's own artists—showed the basics of Parker Brothers' classic Atari 2600 cartridge.



GAME BOY



Spider-Man 3: Invasion of the Spider-Slayers

GENESIS



Spider-Man/X-Men: Arcade's Revenge

SEGA CD



The Amazing Spider-Man vs. The Kingpin

GAME BOY



Spider-Man/X-Men: Arcade's Revenge

GAME GEAR



Spider-Man/X-Men: Arcade's Revenge

SUPER NES



Maximum Carnage

GENESIS



Maximum Carnage

SUPER NES



Spider-Man

GENESIS



Spider-Man



# The Portable Trilogy

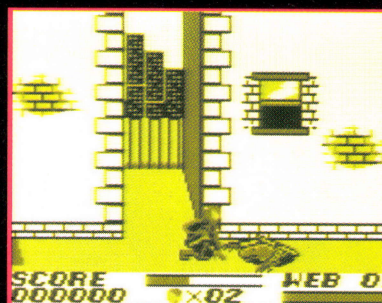
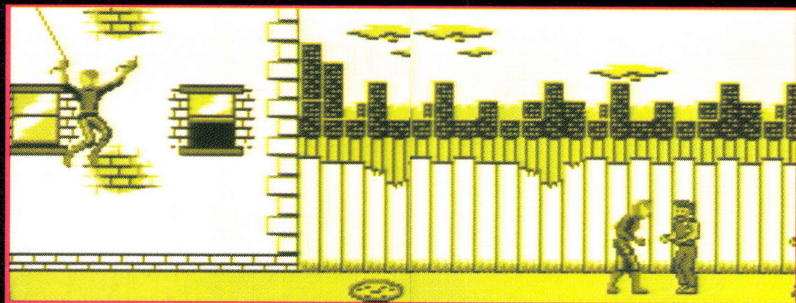


The Green Goblin appeared in early beta copies of the Game Boy's first *Spider-Man* game, but he was replaced at the last minute by the Hobgoblin. This photo—inexplicably included in the game's instruction manual—shows how he looked.



## The Amazing Spider-Man LJN, 1990 Game Boy

One of the best of Spidey's video-game adventures is LJN's *The Amazing Spider-Man* for the portable Game Boy system, published just prior to the company's having been bought by Acclaim. A side-scrolling beat-'em-up, it has clean graphics, engaging game-play and an excellent variety of villains, from Mysterio and Dr. Octopus to the Rhino and Venom. Other stages find the web-slinger clinging to the top of a moving subway train and—in an eerie update of the original Parker Brothers *Spider-Man* game—scaling a Manhattan skyscraper. Best of all, the game's title screen is accompanied by a thinly disguised version of the theme song from the original 1967 *Spider-Man* cartoon series.



## Spider-Man 2 LJN, 1992 Game Boy

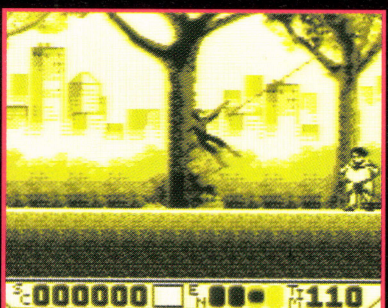
Two years later, a sequel—simply titled *Spider-Man 2*—pitted the webbed wonder against the Hobgoblin, the Lizard, Graviton, Carnage and a mysterious end boss. Though the graphics and sounds are far less inspired than those of the previous game, the biggest offender is the repetitive play, which introduces "task pick-ups" (keys, lock combinations) to artificially pump up the game's length by forcing you explore every square inch of its six stages. One possible reason for the drop in quality is the fact that the first game had been developed and programmed by Rare, Ltd., creator of the excellent *Battletoads* series and Nintendo's blockbuster *Donkey Kong Country* for the Super NES, whereas the sequel was handled by the relatively unknown B.I.T.S., Ltd.



## Spider-Man 3: Invasion of the Spider-Slayers LJN, 1993 Game Boy

B.I.T.S. was also responsible for Spidey's third Game Boy outing. *Invasion of the Spider-Slayers* benefits from an official Marvel storyline, but it's hurt by similarities to *Spider-Man 2*, which used the same pedestrian graphics/game-play engine. The most significant aspect of each of these three games is the fact that none of them has ever been adapted for play on any other game system. Like any other Game Boy title that uses scrolling backgrounds, this

Spider-Man trilogy improves dramatically when played on the big screen with Nintendo's Super Game Boy—especially *Spider-Man 2* and 3, which have unnecessarily detailed backgrounds and status menus.



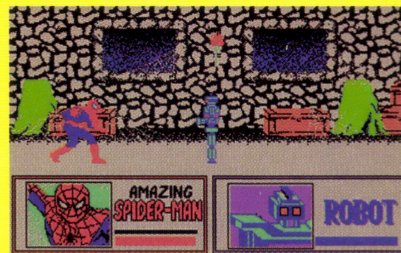


## SPIDEY ON THE PC

By now you're probably thinking, "What happened between 1982 and 1990?" Basically, the cartridge-based home video game industry died a horrible death in 1983-84 and didn't really build up again until the Nintendo Entertainment System started to catch on in 1987-88. However, the blossoming home computer industry bridged the gap between these two remarkable eras, and indeed there was a *Spider-Man* computer game released for Atari 400/800 and Commodore 64 systems during the interim. Developed and published by Scott Adams' legendary adventure-game empire, the *QuestProbe* series brought Marvel superheroes to the world of text adventures, one of which featured Spider-Man. Though the interface used only words and the puzzles were tough, the full-color comic panels that illustrated each juncture of the game were nicely drawn, with occasionally surreal visuals to coincide with the hypnotic influences of the game's main villain, Mysterio.

1989 brought another Spidey adventure to the personal computer. Produced by Pennsylvania's Paragon Software and distributed by Medalist International (a division of MicroProse), *The Amazing Spider-Man and Captain America in Dr. Doom's Revenge* was published for IBM PC, Amiga and C-64/128 systems. Oddly enough, when you strip away the comic-style intermissions and plot details, what you're left with is essentially a fighting game; remember, this is well before *Street Fighter* even had a sequel! Spider-Man and Cap plow through a series of one-on-one battles with such villains as the Grey Gargoyle, Machete, Electro, the Rhino and even Cap's great nemesis, Batroc the Leaper.

A year later, Paragon unleashed *The Amazing Spider-Man* for IBM PC, Amiga and Atari ST computers. A rather ordinary platform game, it featured a super-tiny Spider-Man figure who nonetheless had the ability to climb up walls and swing from webs, just like the real thing. Once again, Mysterio was the "big boss" character, and would you believe the plot had him kidnapping Mary Jane, the wife of Spider-Man's alter-ego, Peter Parker? The main thing everyone seems to remember about this game is the energy bar on the right side of the screen: It's a huge picture of Spider-Man that starts to shrivel into a skeleton from the feet up as Spidey gets hurt.



*The Amazing Spider-Man and Captain America in Dr. Doom's Revenge* by Paragon Software (IBM PC version shown)



*The Amazing Spider-Man* by Paragon Software (IBM PC version shown)

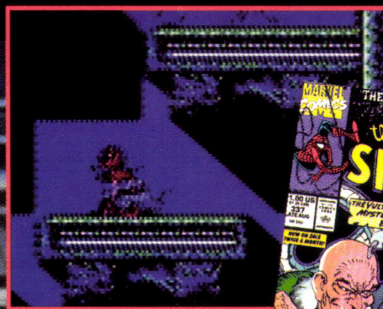
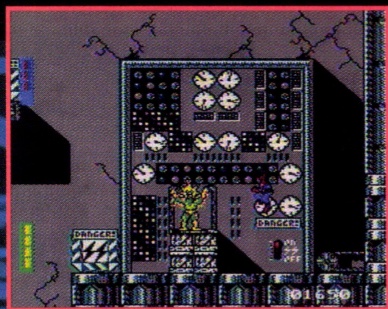
## The Sinister 8-Bit

*Return of the Sinister Six* is significant because it was the only Spider-Man game ever released for the 8-bit Nintendo Entertainment System, which is perhaps the best-selling game system of all time (and is about to celebrate its tenth anniversary this fall!) Based on the six-part *Sinister Six* saga in the comic books—which, in turn, was an updated version of Lee and Ditko's original *Sinister Six* story from *The Amazing Spider-Man Annual* #1 (1964)—it features six of Spidey's greatest villains who have been tricked by Doctor Octopus into joining forces against ol' Web-Head.

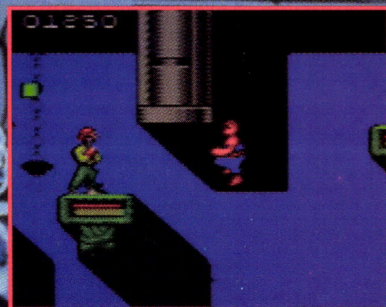
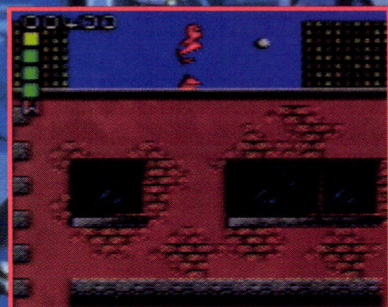
Never mind the fact that Doc Ock, the Vulture, Electro, the Hobgoblin, the Sandman and Mysterio stupidly decide to fight Spider-Man as individuals instead of as a real team. The most significant aspect of the *Sinister Six* saga as it relates to video games is that Spidey's battles with each of the six villains are evenly spaced throughout the story, just as encounters with periodic "boss" characters will break up most action/platform games into manageable chunks. The graphics are a little weird here—Spidey looks chunkier than in most of his other game appearances—and the often frantic musical score uses some freaky "sliding" tones to unusual effect. Otherwise, *Sinister Six* is a competent platform game, if not a terribly innovative one.



Spider-Man: Return of the Sinister Six  
LJN, 1992  
Nintendo Entertainment System



Spider-Man: Return of the Sinister Six  
Flying Edge, 1993  
Game Gear





# Sega's Spidey Saga

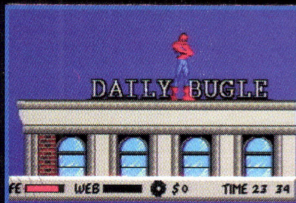
Note: Though these four games are essentially the same, the cartridge versions are all simply titled *Spider-Man* on the game boxes. However, when each of them is plugged into the proper system and turned on, the full, proper name appears on the title screen as *Spider-Man vs. the Kingpin*.

Comics fans should be aware that the instruction manual for Sega's Genesis *Spider-Man* game includes an original four-page Spider-Man story, courtesy of Marvel itself.



## Spider-Man (vs. the Kingpin) Sega, 1991 Genesis

Kingpin saga introduced several very imaginative gameplay features involving Spidey's alter-ego, Peter Parker. Spidey could rest in his apartment to heal between stages, and he could also take photographs of his battles during the game. At the end of each stage, Parker could sell the photos to the Daily Bugle and use the money to buy the chemical components of his web fluid. While most players loved the detailed graphics of the Genesis version—the first of the four to be released—Mark Miller's quirky electronic musical score has been simultaneously praised for its innovation and criticized for its occasional inability to distinguish itself from the game's sound effects.



## The Amazing Spider-Man vs. the Kingpin Sega, 1993 Sega CD

Released two years later, the Sega CD version of *Spider-Man vs. the Kingpin* used the expanded memory of the CD to deliver a longer, less linear adventure with animated cut scenes and a digital soundtrack. Mr. Big vocalist Eric Martin, an avid video game fanatic, sings the game's theme song, "Swing Time." The controls are much improved over the cartridge editions; Spidey crawls up walls and swings from webs with ease. Surprisingly, though the graphics, sounds and gameplay combine to make this one of the best of the Spider-Man games, it received very little attention from players who assumed that it was simply the same old Spider-Man game on a CD instead of a cartridge. It's not.



## Spider-Man (vs. the Kingpin) Sega, 1992 Sega Master System

Sega's Master System version of the game holds the dubious distinction of being one of the last few titles released for that system in North America. The Game Gear version is also something of an enigma, having been developed—but not released—by Sega. Acclaim bought the rights to the game and made it one of the first two Game Gear cartridges the company ever published (under its now-defunct Flying Edge label.) In a baffling coincidence, several European video game magazines have reported that the game includes two top-secret "Easter eggs," neither of which has been confirmed by our *Tips & Tricks* experts. The more common rumor speaks of a hidden *Pac-Man* game, which is said to appear in Peter Parker's apartment when you collect a mysterious Game Gear icon. Other reports claim that there's a place in the game where Spidey could go off the screen and return wearing his "new" black costume (which, in the comics, would later wrap around Eddie Brock to become Venom.)

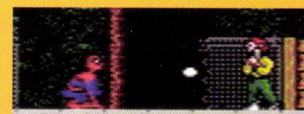


## Spider-Man (vs. the Kingpin) Flying Edge, 1992 Game Gear



## THWIPP!

In this panel by Sal Buscema and Frank Giacoia from *Marvel Team-Up* #21 (May, 1974), Spidey fires a web with such velocity that it actually strikes a thug as if it were a punch. Most comics fans agree that this is not one of the commonly accepted uses of Spider-Man's webbing—heck, we had to dig through twenty years worth of comics just to find an example. Strangely, however, Spidey does this *all the time* in the video games! Check out these photos of what Acclaim refers to as the "web bolt."



Spider-Man vs. The Kingpin



Spider-Man

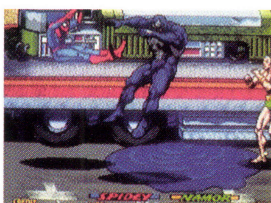
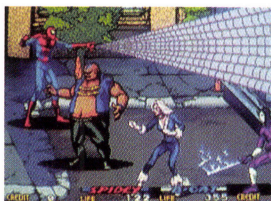
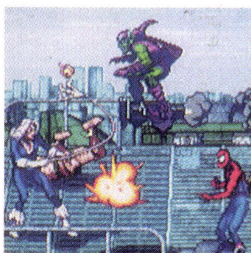


Spider-Man and the X-Men in Arcade's Revenge

## THE 25¢ SPIDER-MAN

If you tried to build a complete collection of coin-operated Spider-Man arcade games, you'd only need to buy three—and two of them are pinball machines! The lone arcade video game to bear the web-slinger's likeness is a side-scrolling beat-'em-up from Sega with the imaginative title of *Spider-Man: The Videogame* (1991).

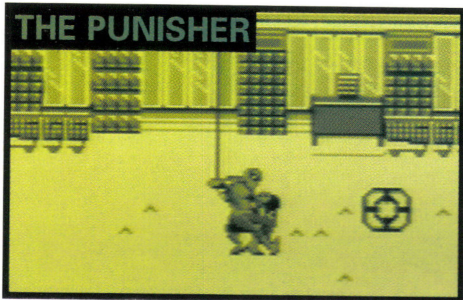
With controls and coin slots for four-player simultaneous play, the game allowed players to choose between Spider-man, the Black Cat, Hawkeye or Sub-Mariner. The "Zoom In/Zoom Out" feature gave arcade-goers a good look at the villains, including the Kingpin, the Sandman, the Scorpion, the Green Goblin, the Lizard and Venom.



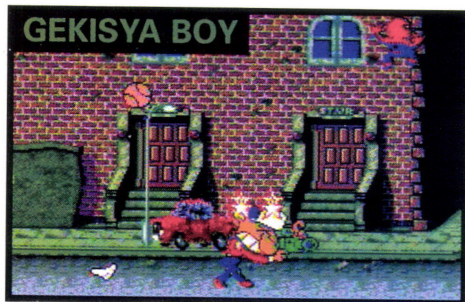


## SPIDER-CAMEOS

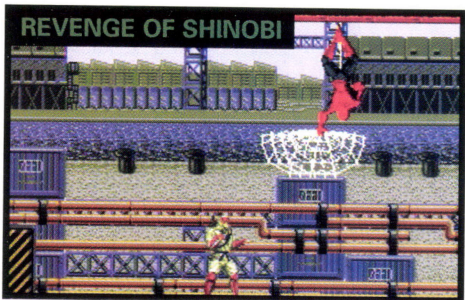
In researching all of Spider-Man's video-game roles, we came across three titles with special guest appearances by Spider-Man—or a reasonable facsimile thereof.



The best-known of the three is Spidey's contribution to another Marvel Comics-licensed title from LJN/Atclaim: *The Punisher* for Game Boy (1992). In this first-person shooting gallery game, Spider-Man joins forces with the Punisher to fight hordes of bad-dies. While you don't get to control Spider-Man—he swings down to grab hostages after they've been set free—it's worth mentioning that Spidey actually gets more screen time because the game's point-of-view is through the eyes of the Punisher!



Spider-Man's most obscure video-game appearance comes in the middle of *Gekisya Boy* (Irem Corp., 1992), an off-the-wall PC Engine cartridge that's only available in Japan. The game's hero is a goofy-looking Paparazzi who wanders through the city streets taking photographs of odd happenings, one of which is a brief glimpse of Spider-Man crawling up a wall. Turbo Technologies, Inc. had considered an American release of the game for the TurboGrafx-16/Duo systems, but the use of Spider-Man, E.T., The Terminator and Michael Jackson—among others—made it a licensing nightmare, since none of these images was used with permission from the copyright holder.



Finally, stylized versions of two well-known superheroes inexplicably showed up as "boss" characters in the sixth stage of Sega's *Revenge of Shinobi* for the Genesis (1991). While both characters' costumes were altered—obviously to avoid legal trouble from both Marvel and D.C.—it was equally obvious that they were intended to be Spider-Man and Batman. When Sega included *Revenge of Shinobi* as part of the pack-in CD collections for its Sega CD and Genesis CDX packages, some new players were puzzled by the Marvel copyright notice that had been added to the beginning of the game.

## The Team-Up

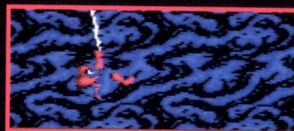
Developed by Software Creations (with the Game Boy conversion handled by Unexpected Development), *Arcade's Revenge* added Marvel's X-Men to attract players who might not be inclined to purchase a game with Spider-Man as the lone hero. In fact, Spidey is just one of five heroes you can control as you make your way through the game's stages; Wolverine, Cyclops, Storm and Gambit are the others. Consider, too, that the game's main villain, Arcade, is primarily known as an enemy of the X-Men in the comics, having made his debut during the team's unforgettable Chris Claremont/John Byrne era.

Fortunately for fans of the amazing arachnid, Spider-Man does receive top billing in the game's title; he's also the only character available for players to choose at the beginning of the game, so you're forced to be Spider-Man for at least the first stage.

Other highlights (and lowlights) include the incredible rock soundtrack by Software Creations' Tim Follin on the Super NES and the game's super-high difficulty level, which has inexplicably become a standard feature in most of the Web Slinger's electronic exploits. Beware of the tiresome "task pickups" stages (as seen in *Spider-Man 2* on the Game Boy); the underwater scenes are also alternately entertaining and frustrating. Recommended for those who own a Game Genie peripheral or simply have a lot of patience for slippery controls and repetitive tasks.



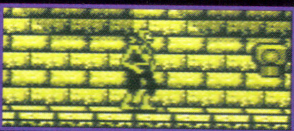
**Spider-Man/X-Men:  
Arcade's Revenge  
LJN, 1992  
Super NES**



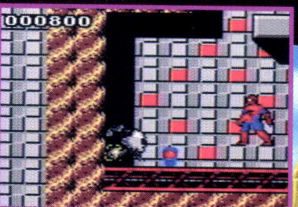
**Spider-Man/X-Men:  
Arcade's Revenge  
Flying Edge, 1993  
Genesis**



**Spider-Man/X-Men:  
Arcade's Revenge  
LJN, 1993  
Game Boy**



**Spider-Man/X-Men:  
Arcade's Revenge  
Flying Edge, 1993  
Game Gear**

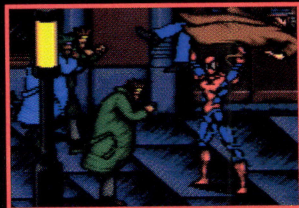




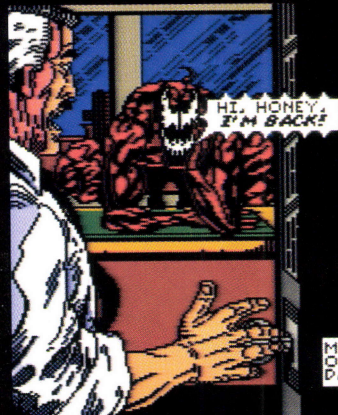
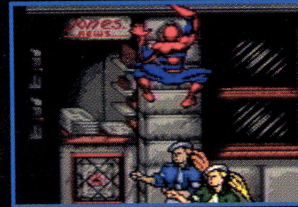
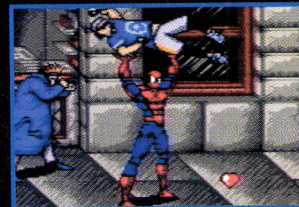
# The Venom Connection



Maximum Carnage  
LJN, 1994  
Super NES



Maximum Carnage  
Acclaim, 1994  
Genesis



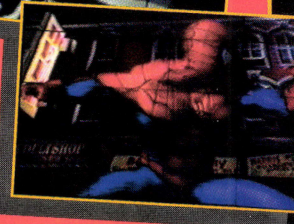
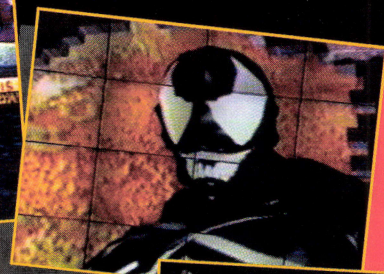
Here's a key panel from the *Maximum Carnage* comic series...

...and an electronic version of the same scene from the video game.

## THE GREAT SPIDER-MAN EXPERIMENT

In addition to publishing all but a handful of the Spider-Man games you're reading about on these pages, Acclaim Entertainment has also spent the last few years developing sophisticated motion-capture technology for use in video games and movie and television special effects. By using sensors to record the motions of live actors, artists can create wire-frame computer models of any type of movement, then "dress up" the characters by electronically wrapping costumes and skin tones over these frames.

In one of the company's earliest motion-capture experiments, convincing electronic models of both Spider-Man and Venom were created and shown to the public at the industry's bi-annual Consumer Electronics Show. Unfortunately, these impressive demonstrations were simply tests to show off the technology; Acclaim recently confirmed that there is no motion-capture Spider-Man game currently in development.



Like a rampaging virus, Marvel's *Maximum Carnage* mini-series wove its way through five of the publisher's Spider-Man titles. Described by some Spider-fans as a second-rate *Secret Wars*, this epic was criticized for its excessive violence and for not involving more of the "big guns" in Marvel's superhero stable. (Both the Avengers and the Fantastic Four were, in Spider-Man's words, "out of town" at the time.) Others were enthralled by a tale that took 14 full-length comics to tell and consisted almost entirely of high-tension action sequences.

Critics of Acclaim's *Maximum Carnage* cartridges for the Super NES and Genesis couldn't complain about the plot, which—like the *Sinister Six* saga—seemed custom-made for video-game conversion. They could, however, find fault with its choppy animation, uninspired *Double Dragon*-style gameplay and high level of difficulty. On the plus side, it does feature excellent intermission scenes and perhaps the largest on-screen characters of any Spider-Man home video game to date. The musical score by Green Jelly was an interesting experiment, as was the idea of manufacturing a limited number of *Maximum Carnage* cartridges in red plastic. Eddie Brock fans also appreciated the ability to play as Venom through certain of the game's stages.





IT WILL TAKE  
YOU  
A MILLION  
LIGHT YEARS  
FROM HOME.

# STARGATE™

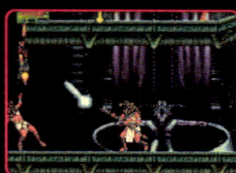
BUT WILL  
IT BRING  
YOU BACK?



BATTLE RA'S  
MORPHING  
HENCHMEN!



DESERT DOGFIGHT  
IN A STOLEN  
GLIDER!



O'NEIL HEATS UP  
THE PALACE  
GUARDS!



FIREFIGHT IN  
THE STREETS  
OF NAGADA!



LOOK FOR STARGATE™  
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**SUPER NINTENDO**  
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**Acclaim**  
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CIRCLE #106 ON READER SERVICE CARD.

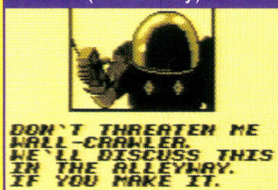


# COMIC RELIEF

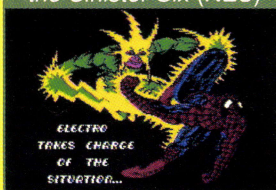
Drawing upon the web-slinger's roots as a comic book character, most of the Spider-Man video games feature comic-style intermissions between stages. Some of these are exceptionally well-done; others don't exactly adhere to the standards of Marvel Comics' printed pages. The poorly-written dialogue of *Spider-Man 2* and *3* on the Game Boy, for example, looks even worse when it's lettered in a cramped, barely readable typeface. *Maximum Carnage*, on the other hand, gets a lot of mileage out of its comic page transition scenes; with dozens of colorful illustrations and dialogue straight from the comic series, it features the best intermissions of any existing Spider-Man game.

Sadly, the animated segues in the Sega CD version of *Spider-Man vs. the Kingpin* are disappointing. The nearly unlimited disk storage space should have guaranteed some great full-motion video comic scenes, but the overly cartoony animation by Gray Matter and fuzzy compressed audio have less in common with any of the *Spider-Man* animated TV series than with the primitive anime sequences of first-generation Sega CD titles like *Wonderdog* and *Wolfchild*. Beware of Spidey's grotesque, protruding cheekbones!

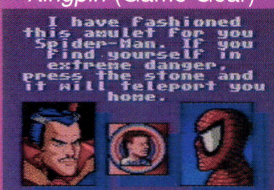
*The Amazing Spider-Man*  
(Game Boy)



*Spider-Man: Return of the Sinister Six* (NES)



*Spider-Man vs. The Kingpin* (Game Gear)



*Spider-Man vs. The Kingpin* (Sega CD)



*Maximum Carnage*  
(Super NES)

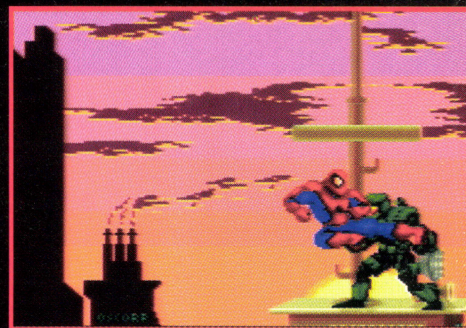
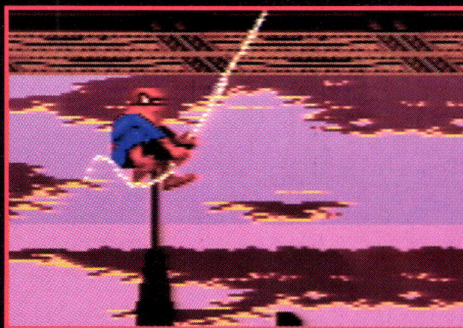


## The New Blood

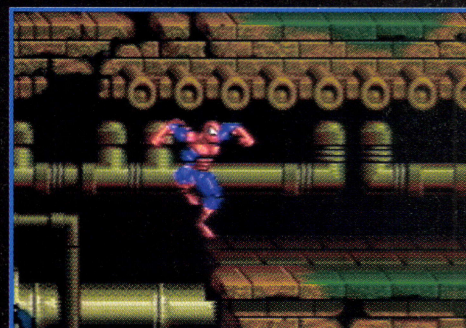
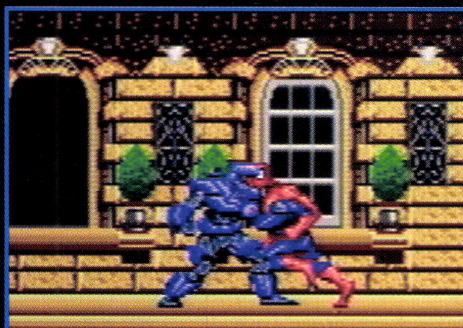
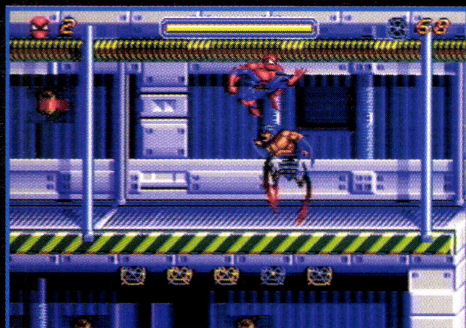
Developed by Western Technologies, Acclaim's new *Spider-Man* games for the Super NES and Genesis are based on Fox's new Saturday morning *Spider-Man* cartoon show. Since the TV series takes a few liberties with the familiar comic-book storylines, you can expect some surprises in the game, including cameo appearances by the Fantastic Four and the resurrection of villains like the Green Goblin and Doctor Octopus who have already been killed off in the comics. You can read all about these new games in our reviews on pages 64 and 69 of this very issue, so I'll spare you the details here.



*Spider-Man*  
LJN, 1995  
Super NES



*Spider-Man*  
Acclaim, 1995  
Genesis



What does the future hold for Spider-Man's video-game career? With the success of the new TV show and the recent 400th-issue anniversary of the original *Amazing Spider-Man* comic, it doesn't look as if the character's popularity will be dying down any time soon. However, Acclaim has no current plans to convert its newest Spider-Man game for play on any other game platforms, so Spidey-fans will have to wait for Sega's upcoming *Spider-Man* game for the Genesis 32X system; it's due before the end of 1995. Till then, keep your web-shooters clean! I've gotta run, my Spider-Sense is tingling...



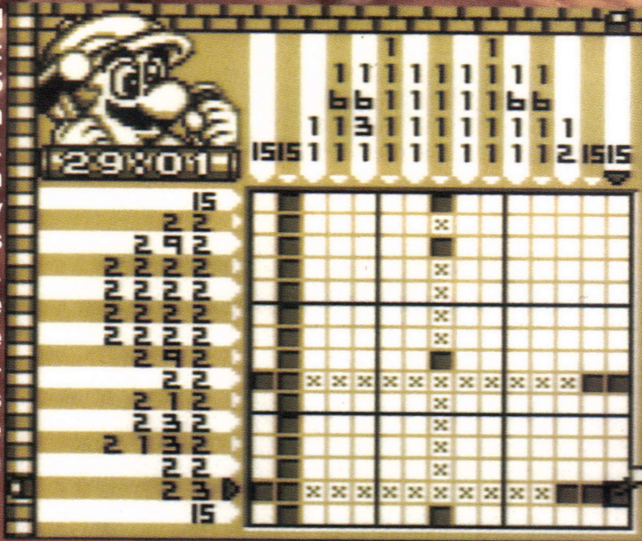
# Requires Great Skull.

## Try Mario's Picross.

How to reveal the hidden picture:

There are 15 blocks on each row and column. Determine which block to darken by figuring out clues from the numbers.

Numbers above the column are read from top-to-bottom. Numbers to the left of the rows are read from left-to-right.



Each individual number tells you how many consecutive squares need to be darkened. If there is more than one number, there will be at least one blank square between each darkened area. If you have figured out that a square should not be darkened, mark it with an "x."

See if you have the head for Mario's Picross™\*.

The unique new puzzle game that's as challenging as Tetris®\*\*.

Use clues and numbers to uncover the hidden picture.

It's the ultimate exercise

This is one of over 250

on Game Boy® and Super

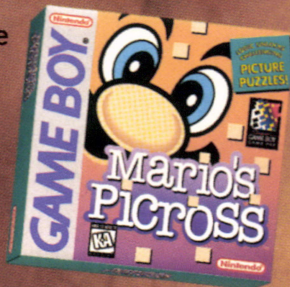
Picross. Do you have what

for your brain.

puzzles you'll find

Game Boy®. Mario's

it takes?



Nintendo



©1995 Nintendo of America Inc. \*©1995 Nintendo, Ape Inc., Jupiter Co., Ltd. \*\*©1987 Elorg. Tetris licensed to Bullet Proof Software and sublicensed to Nintendo.

CIRCLE #107 ON READER SERVICE CARD.



# PREVIEW

## Sega Saturn

**Manufacturer:** Sega

**Available:** September

**Price:** N/A

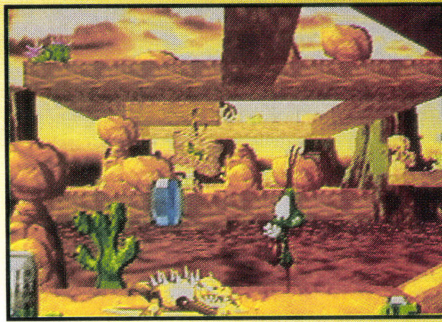
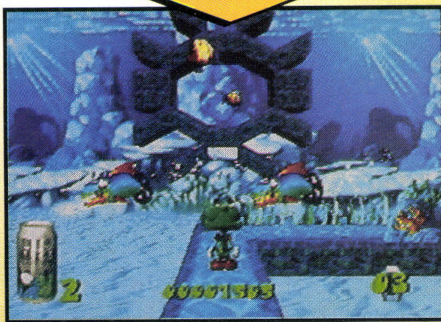
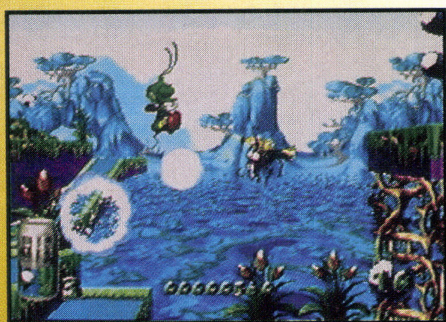
**Memory:** 12 M-Bit VRAM, 16 M-Bit Main RAM, 512K Sound RAM, 512K Buffer RAM, 512K Boot ROM, 32K Battery RAM

**Comments:** This 32-Bit machine has already been launched in Japan and will have made its way to the U.S. by early fall.

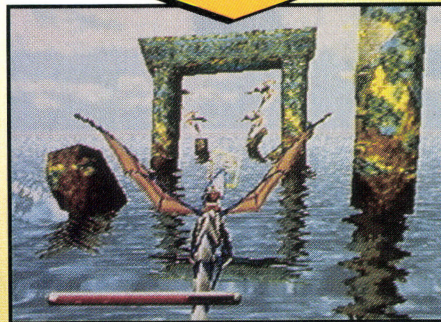
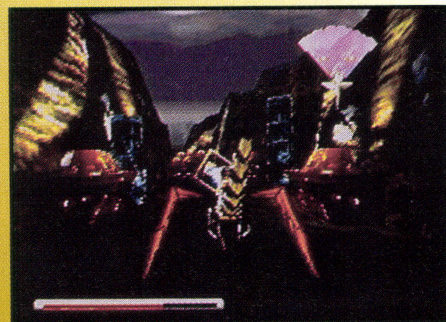
Featuring a couple of "Super H RISC Engines," two CPUs and five independent processors that include a sprite chip, a background chip and a 16-bit custom Yamaha soundboard, Sega's Saturn will contend with Sony's PlayStation this fall for its share of the high-end hardware market. Besides the games featured on this page, look for future releases like *Virtua Hang On*, *New Legend of Shinobi*, *Victory Goal*, *Rampo*, *Blue Seed*, *Sim City 2000*, and *Daytona USA*.



## BUG!



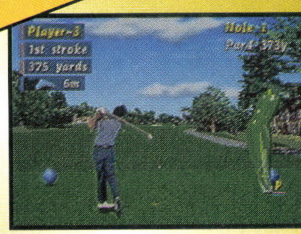
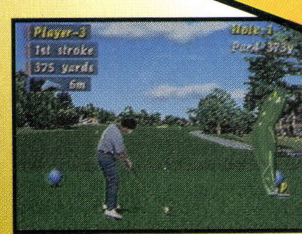
## PANZER DRAGON



## VIRTUA SOCCER



## PEBBLE BEACH GOLF





# VIRTUA FIGHTER

# PREVIEW

## Saturn

**Publisher:** Sega

**Developer:** Sega AM<sup>2</sup>

**Size:** CD

**Players:** 1 or 2

**Available:** September

**Comments:** *Virtua Fighter* was developed by Sega's in-house AM<sup>2</sup> team, creators of the original *Virtua Racing* and *Virtua Fighter* arcade games.

You'll find all of the arcade moves in the Saturn version of *Virtua Fighter* and the graphics will absolutely amaze you. Each character is comprised of roughly 1,200 polygons, and they're superbly animated. Choose from a selection of original characters: from Pai, the fastest character, to Jeffrey, the big, lumpy wrestler. Each fighter has at least ten special moves, though most have nearly 20. Difficulty levels, as well as time limits, are adjustable. Can you find the secret code that allows you to play as the liquid metal boss, Dural?



*Virtua Fighter*—the game will probably come as a pack-in with the Saturn.



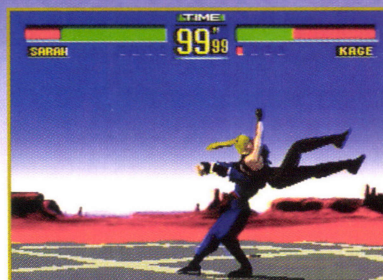
The character selection screen includes character profiles.



Meet siblings Jacky and Sarah. Each has 21 special moves. Good genes, eh?



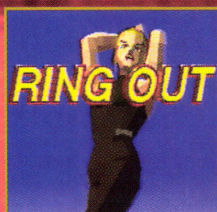
Different camera-angles add to the feel of the game.



Replays after every fight let you review your efforts.



Control your character with just three buttons: Punch, Kick and Block.



SARAH



WINNER

PAI



Once you beat each of the eight characters, prepare to face your final challenge, Dural.



# PREVIEW

## Saturn

**Publisher:** Sega

**Developer:** Sega

**Size:** CD

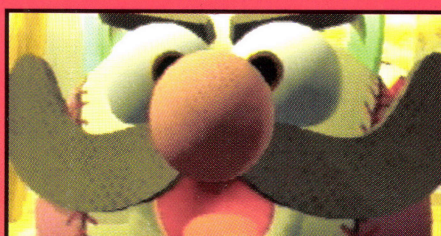
**Players:** 1

**Available:** September

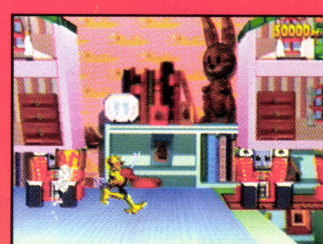
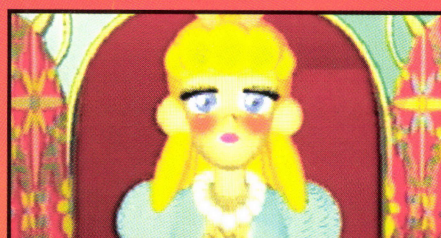
**Comments:** *Clockwork Knight* is Sega's first platform game for the Saturn. The star of the game is a wind-up toy soldier named Pepperouchau who attacks and opens boxes with a key.



*Clockwork Knight* features beautiful graphics with highly detailed characters and cut-scenes, 3-D parallax scrolling and impressive gameplay. You play as the "Clockwork Knight," Pepperouchau. The object of the game is to save the kidnapped princess Chelsea and restore her to her home inside the cuckoo clock. If you fail, Toyland will be destroyed. The problem-solving elements in the game differentiate it from the run-and-jump kind, and the 3-D rendered graphics set it apart from every other "flat" platform game you've ever played.



The introductory scenes, as well as the ones that follow throughout the game, outline *Clockwork Knight*'s story with delightful graphics.



*Clockwork Knight* exemplifies the Saturn's 3-D capabilities.



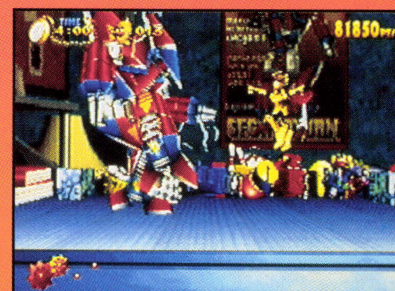
Ride the choo-choo trains through this level to cover a lot of ground fast.



3-D backgrounds add impressive depth to *Clockwork Knight*.



Watch out for toys that have turned against you.



Duke it out with huge 3-D bosses like this one.





# PREVIEW

## Neo•Geo CD

**Manufacturer:** SNK Corp.

**Price:** \$399.99

**Available:** July/August

**Memory:** 56 MB D-RAM, 512 KB V-RAM, 64 KB S-RAM

**Comments:** Play all of SNK's Neo-Geo arcade titles—the entire library. The system comes packaged with two controllers, and there's an optional Neo-Geo Controller Pro.



With the introduction of its new Neo-Geo CD system, SNK will simultaneously release over 40 Neo-Geo classics on CD, including recent hits like *Samurai Shodown 2*, *Super Sidekicks 2*, and *Art of Fighting 2*—plus arcade titles previously unreleased in America. The Neo-Geo CD hardware is identical to the hardware in the Neo-Geo MVS system, which allows for direct transfer from arcade to CD format. The U.S. Neo-Geo CD system will have shorter loading times than the Japanese machine, which has a slower CD drive.



Neo-Geo MVS cartridge games like *Samurai Shodown* and *World Heroes 2 Jet* are duplicated on CD without compromise.



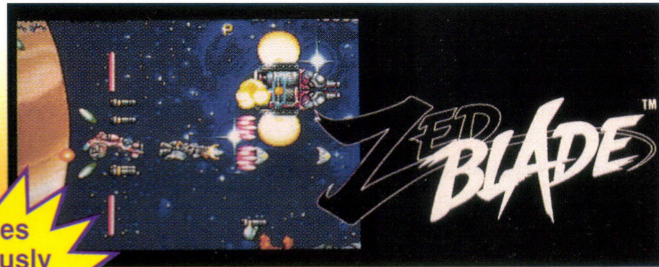
The new Neo-Geo controllers are really sweet. Instead of your typical directional pad, SNK has developed an innovative “rocker pad”. The result is smooth!



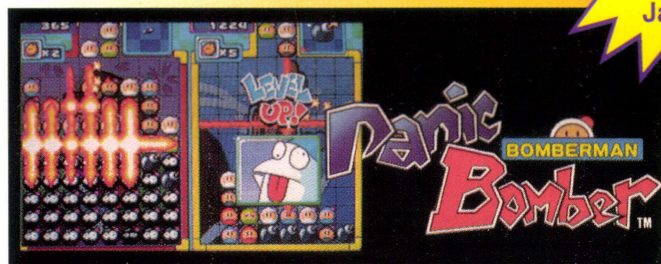
The Neo-Geo CD will come with two controllers.



Nine Taekwondo contestants fight for the world championship.



Choose a pilot and collect plenty of power-ups in this shooter.



An action puzzle game featuring Bomberman. Power bombs will destroy your opponent.



Citizens unite as a magic troupe in order to repel an evil disease.

Games previously released only in Japan:



# PREVIEW

## Sega CD

**Publisher:** Sony Imagesoft

**Developer:** Sony Imagesoft

**Size:** CD (Two-disc set)

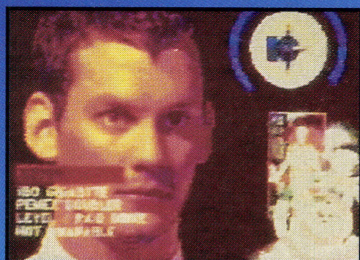
**Players:** 1

**Available:** May

**Comments:** The movie *Johnny Mnemonic*, starring Keanu Reeves will be released by TriStar Pictures at about the same time as the game.

# Johnny Mnemonic

*Johnny Mnemonic* is based on the William Gibson short story of the same name. Set in a cyberpunk 21st century, Johnny Mnemonic is a data courier, responsible for transporting confidential information through memory chips implanted in his brain. Johnny has received a "package" that exceeds his storage capacity, and he has to somehow remove it before his memory chips—and his brain—overload. But he's up against a band of high-tech gangsters who need the info, making his mission tough indeed.



You play as Johnny Mnemonic in an interfaceless full-motion video environment.



There are no video still frames. Once you start playing, the story moves from one live-action shot to another without pause.



# PREVIEW

## 3DO

**Publisher:** Virgin

**Developer:** Mechadeus

**Size:** CD (Three-disc set)

**Players:** 1

**Available:** May

**Comments:** The gameplay in *Daedalus Encounter* features arcade-style action, interrelated puzzles and mazes, as well as fighting sequences.

# The DAEDALUS ENCOUNTER

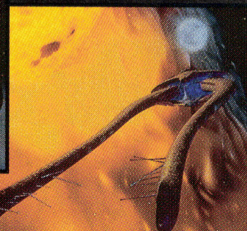
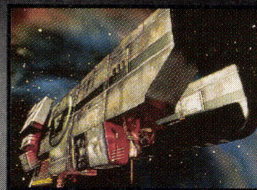
*The Daedalus Encounter* presents Tia Carrere in her first "interactive" role, starring as Ari, a spaceship salvage expert. Her co-star, Christian Bocher, plays her partner, Zack. Their salvage ship has become entangled in a crippled spacecraft whose course is set straight for a binary star. Your mission is to help Ari and Zack by entering the spacecraft and switching course. You're Casey, and you're a brain floating inside a mechanical probe. That's all that's left of you after the last intergalactic war.



The actors were video-taped on a blue screen stage. The footage was later digitally edited, and computer-generated animated backgrounds and aliens were added.



The piranha-like Krinn don't look very friendly.



The game will utilize over two hours of live-action full-motion video, as well as 3-D art.





# PREVIEW

## Super NES

**Publisher:** Interplay

**Developer:** Interplay

**Size:** 32 Meg

**Players:** 1

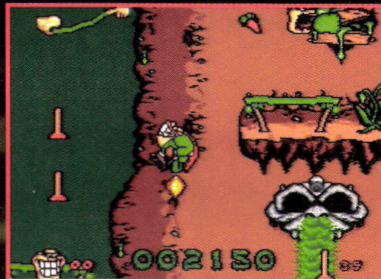
**Available:** May

**Comments:** Super NES owners will now be able to enjoy this game, previously released for the Genesis. Boogers and mucous abound for those who like to get down and get dirty.

Boogerman fans eagerly awaiting the game's release for the Super NES won't have to wait much longer. The Super NES version features all new levels (an unbelievable 36 of them!), more animated backgrounds, colors, sound and music, as well as a couple of new enemies and a new bonus level. Boogerman's got all the same powers he had in the Genesis cart: fart, super fart, fly, burp, super burp, loogie, hang, swing, flick, butt-whomp, etc. If you buy one last 16-bit game and you choose *Boogerman*, you've picked a winner!



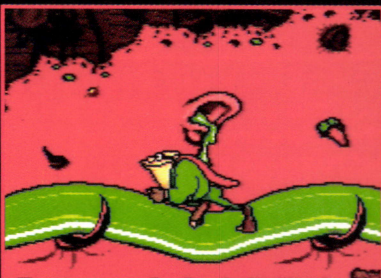
Toilets lead to underground sewer bonus levels.



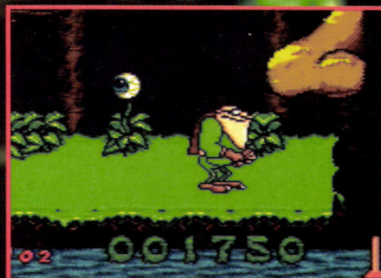
Chili Peppers allow Boogerman to fly.



Watch out for all kinds of goblins, as well as bouncing boogers, pus creatures, scab creatures, trolls, ogres, ghosts and the abdominal sewer man.

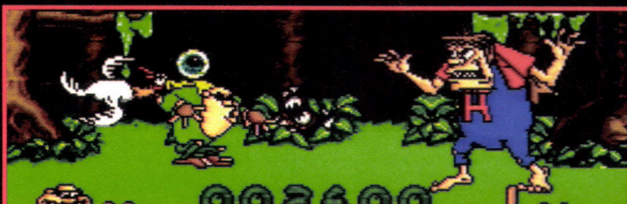


The Super NES version features more shades of green than you can flick a snot at!



Noses will teleport Boogerman to another nose in the same level.

Keep an eye on your Mucous Meter. You'll need enough to flick boogers and hock loogies.



Bosses like Hickboy will really get your mucous flowing.



OGRE



ABDOMINAL SNOWMAN



PUS CREATURE



RAM GOBLIN



NOSE GOBLIN



TROLL



MINER GOBLIN



SCAB



GHOST



HICK BOY



Collect boogers, beans, plungers, capes, milk and chili.



# PREVIEW

## 3DO

**Publisher:** ReadySoft

**Developer:** ReadySoft

**Size:** CD

**Players:** 1

**Available:** May

**Comments:** ReadySoft already plans to release *BrainDead 13* for several systems, including Sega CD, Jaguar CD, Saturn and PlayStation. It will also be available for the PC and Mac.



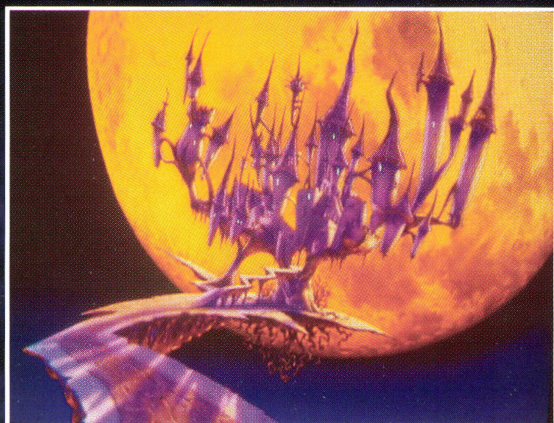
*BrainDead 13* was so important a project to ReadySoft Inc, that they hired 18 animators, animation assistants, layout artists, location renderers, background painters and foreground character painters in addition to their original team of 16 animators and sound people. *BrainDead 13* is a comedy/horror action/adventure in which you play Lance, a computer repairman who makes a late-night house-call to a local mansion and unwittingly finds himself battling against the evil Dr. Neuro Neurosis.



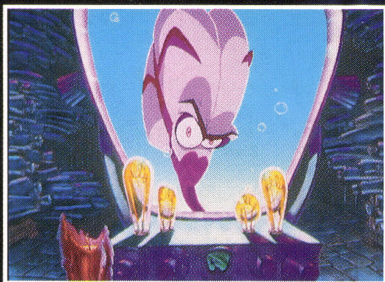
Lance, the computer repairman.



An evil bat.



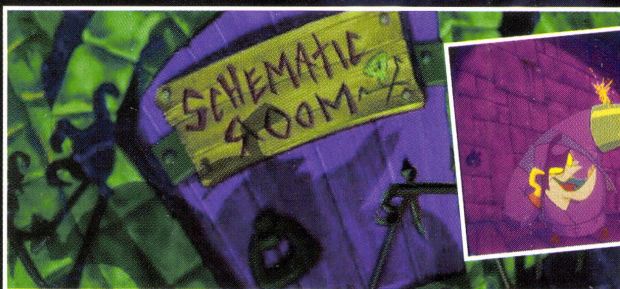
The mansion in which the evil Dr. Neurosis resides. Your goal is to go through each and every room in the house and destroy all the computer terminals you find.



Dr. Neuro Neurosis himself.



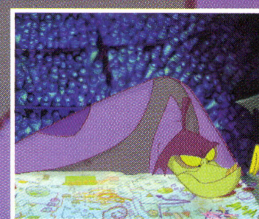
Fritz, the servant, who wants you dead.



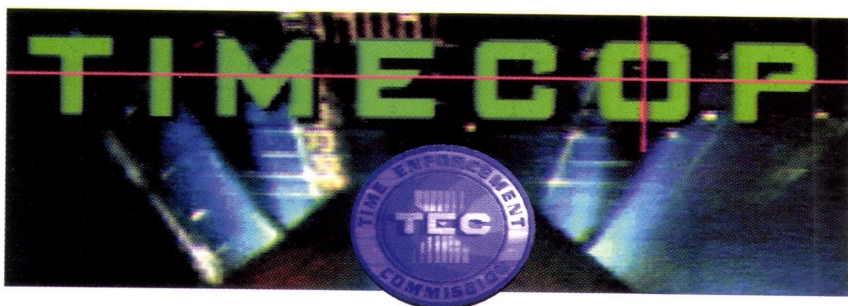
What unspeakable terror lies within?



The animation is top-notch.







# PREVIEW

## Super NES

**Publisher:** JVC

**Developer:** Cryo

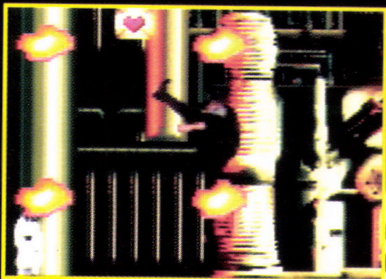
**Size:** 16 Meg

**Players:** 1

**Available:** May

**Comments:** *TimeCop's* French developer, Cryo, has designed and programmed what seems like a ton of games for PC CD-ROM platforms: *Dragon Lore*, *Dune*, *KGB*, *Lost Eden*....

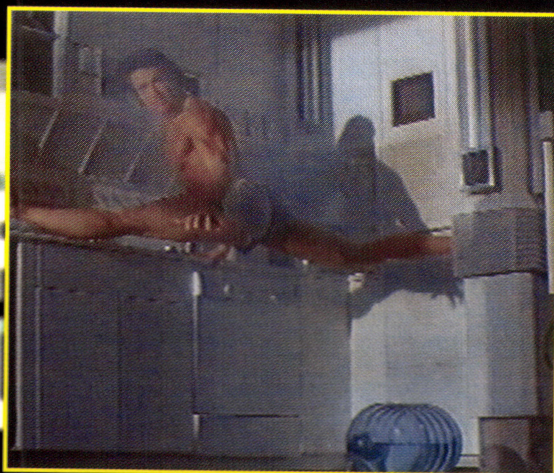
*TimeCop* the game starts where *TimeCop* the Jean-Claude Van Damme movie leaves off. Max Walker has successfully prevented Senator Aaron McComb's attempt to control Professor Hans Kleindast's time-travel system. But now, Professor Kleindast himself—originally thought to have died in one of his experiments—has gone a little wacko and wants to mess with the course of time. Max Walker, in full *TimeCop* regalia, goes after him in this action/platform game, traveling through the course of history.



Max has some very fancy moves.



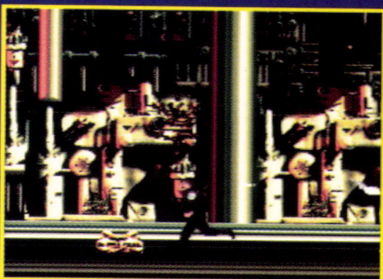
Check out his uppercut.



Van-Damme's split-crotch move from the movie does not appear in the game. Too bad.



Los Angeles 2144



Washington D.C. 2005



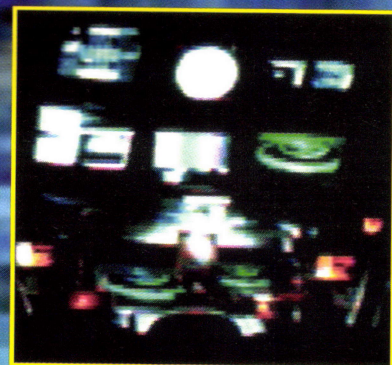
San Andreas 1945



Collect ammunition for your gun...



...and go trigger-happy!





# PREVIEW

## Super NES

**Publisher:** U.S. Gold

**Developer:** Alexandria

**Size:** 16 Meg

**Players:** 1

**Available:** April

**Comments:** The game will include voice-overs by such actors as Alice Ghostly (from *Designing Women*) and Rob Paulson, voice of Ninja Turtle Raphael.

## IZZY'S QUEST FOR THE OLYMPIC RINGS

This spring we will see the emergence of the 1996 Centennial Olympic Games mascot, Izzy. In *Izzy: Quest For the Olympic Rings*, the Gumby-esque hero must collect all five of the Olympic Rings in order to be allowed to compete at the games in Atlanta. Looking a lot like a *Sonic*-style platform game, this brightly animated escapade will be targeting the younger video game crowd. Look for a family-oriented cartoon series and CD-ROM titles to accompany this brightly-colored game.



Morph into a hang glider.

Play well and you might find yourself on the podium.



Watch out! Not everyone wants to see Izzy at the '96 games.



# PREVIEW

## Genesis

**Publisher:** U.S. Gold

**Developer:** Alexandria

**Size:** 16 Meg

**Players:** 1

**Available:** April

**Comments:** Not surprisingly, you'll find the Genesis version of *Izzy's Quest for the Olympic Rings* very similar to the Super NES version.

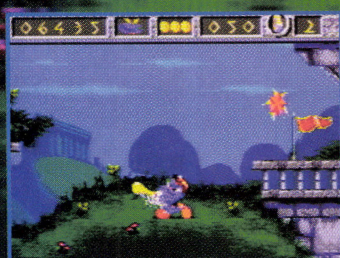
## IZZY'S QUEST FOR THE OLYMPIC RINGS

Basically the same game as the Super NES Version, Izzy has to find the five Olympic Rings that will enable him to compete in the Olympic games at Atlanta. *Izzy's Quest for the Olympic Rings* is much like other games of the same genre—*Bubsy*, *Zool*, *Sonic*—a picturesque run-and-jump adventure starring a cutesy character with a mission. Izzy is, in fact, a very strange-looking character who also happens to be the mascot for the 1996 Olympics. A 32X version will be released in June.



No, this isn't Gumby, it's Izzy, the Olympic Mascot.

"Batter up!"



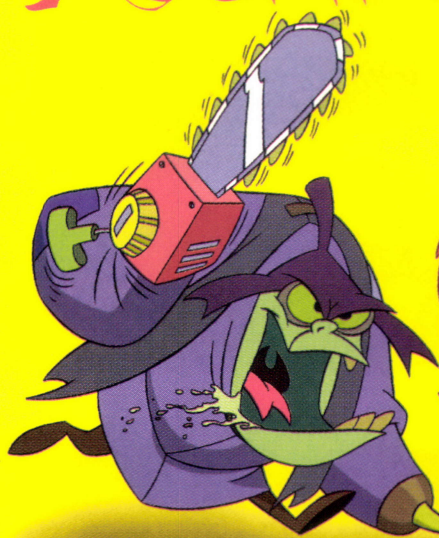
Grab the hidden eggs for extra goodies.



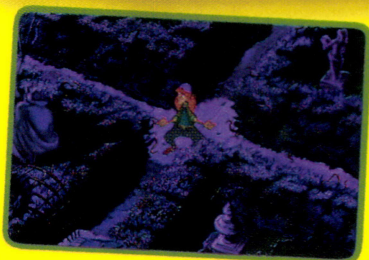


If it's a challenge you want...  
then it's a  
deadly game  
you'll get!

# BRAIN DEAD 13



"...MOST RADICAL COMEDY HORROR ACTION-ADVENTURE OF 1995!"

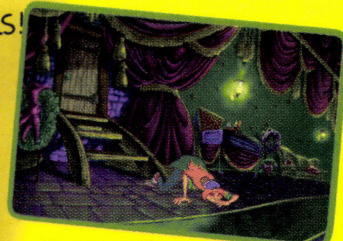


YOU TELL LANCE WHICH WAY TO GO...



...WRONG!

SPECTACULAR GRAPHICS!



"...NO CHALLENGE TOO BIG!"

IT SHOULDN'T BE LEGAL TO JAM THIS MUCH ANIMATION INTO ONE GAME!

DODGE HOOKS, EVADE THE ALWAYS WELL-ARMED **FRITZ**, AND HUNT DOWN THE EVIL DR. NERO NEUROSIS AS YOU RACE THROUGH HIS TWISTED CASTLE. BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!



ReadySoft Incorporated  
3375 14th Ave., Units 7 & 8  
Markham, Ontario, Canada L3R 0H2  
Tel: (905) 475-4801 Fax: (905) 475-4802

PC CD-ROM • Sega CD • 3DO • Mac CD-ROM • MPEG

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CIRCLE #108 ON READER SERVICE CARD.



# PREVIEW

## Sega CD

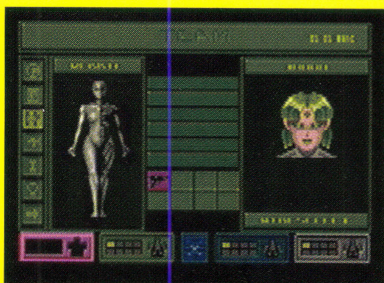
**Publisher:** Domark  
**Developer:** Bullfrog  
**Size:** CD  
**Players:** 1  
**Available:** May  
**Comments:** Originally published by Bullfrog (*Populous*, *PowerMonger*) for personal computers, *Syndicate* is the first game of its kind to be marketed for the Sega CD platform.

# SYNDICATE

*Syndicate* is set in a bleak, futuristic world where law and order do not exist. Instead, warring criminal syndicates struggle for power over various territories. Because these syndicates control all of the world's wealth, they have developed some very scary weaponry. You play as a new executive syndicate recruit. Muster all your deceit and treachery to gain power for yourself and your syndicate. Your goal is to become syndicate czar. If you don't, you die. *Syndicate's* game play is a combination of strategy and arcade action.



Fifty missions in fifty cities will keep you more than busy.



Construct your own cyborg agents to complete each mission.



Plan your strategies to take control of the world.

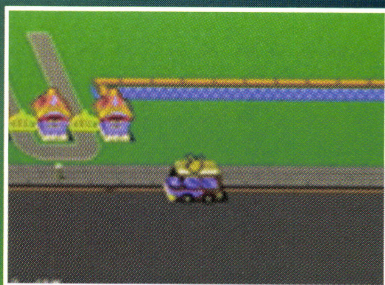
# PREVIEW

## Sega CD

**Publisher:** Domark  
**Developer:** Bullfrog  
**Size:** CD  
**Players:** 1  
**Available:** May  
**Comments:** A popular PC and 3DO simulation, *Theme Park* is Domark's second title published as a result of its partnership with Bullfrog Productions.

# Theme Park

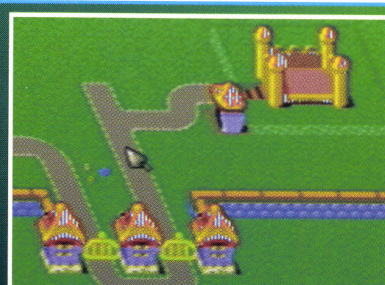
Domark assures that *Theme Park* Sega CD will maintain the style and game play that made the game a success on PC and Mac platforms. Like the original versions, *Theme Park* Sega CD allows you to design your own amusement park and to control every aspect of its operation, from ride lengths and speeds to the amount of salt on the french fries. Domark hopes to enhance the 3-D imagery of the original and simplify the research facilities. Otherwise, the game is the same and should prove to be just as much fun.



24 different theme park locations.



The landscape changes in different park locations.



Make sure your theme park is the best in the business.



# 1st and 32X

Score with this season's QB and team attributes!



ADVANCED PASSING: CAMERA ADJUSTS FOR 80 YARDS OF VIEWABLE FIELD!



HEAT UP THE RUNNING GAME WITH IN-YOUR-FACE PERSPECTIVES!



STATE-OF-THE-ART GRAPHICS WITH OVER 32,000 COLORS!



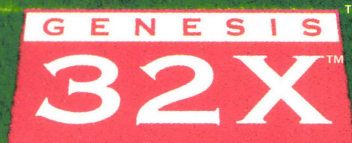
OVER 430 OFFENSIVE, DEFENSIVE AND QB SIGNATURE PLAYS!



CELEBRATIONS!



HIGH STEPS!



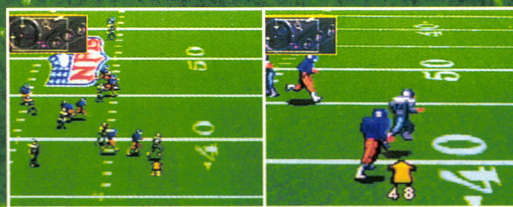
SACKS!



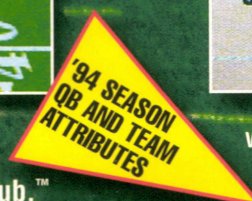
DEFLECTIONS!



COMPREHENSIVE GAME STATS AND SEASON SAVE FEATURE!



ULTRA SMOOTH-CAM REPLAY WITH SUPER ZOOM AND VIEW OPTIONS!

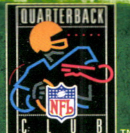


VARIABLE FIELD AND WEATHER CONDITIONS!

It's 1st and 32X. Update your gridiron action with NFL™ Quarterback Club™, the 1st and only way to play football on the 32X™ — complete with the most up-to-date QB and team attributes of any game!

All new advanced passing gives you 80 yards of viewable field to hit the open man, multi-view perspectives heat up the running game with in-your-face action and the exclusive Smooth-Cam delivers the most advanced instant replay from virtually any angle.

NFL™ Quarterback Club™ on 32X™ ... REAL FOOTBALL FOR REAL PLAYERS!



The NFL Quarterback Club is a trademark of the National Football League. All rights reserved. Sega & 32X are trademarks of Sega Enterprises Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1995 Acclaim Entertainment, Inc. All rights reserved.

CIRCLE #109 ON READER SERVICE CARD.





# SPIDER-MAN



"YES!  
IT DOES  
SPIDER-MAN  
JUSTICE!"



Super Villains big time!



Is it me, or does Spidey have a case of pink-eye?



PHONE

(516) 624-8888

DEVELOPER

WESTERN TECH.

SIZE

16 MEG

PLAYERS

1

The mere mention of a Spider-Man game last month would have had me rolling my eyes in dread, but now...who would have thought I would be praising one as much as I'm about to? Acclaim's new Spider-Man game, creatively titled *Spider-Man*, has got the comic book-to-cartridge game transition down pat.

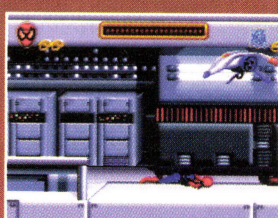
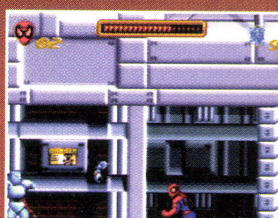
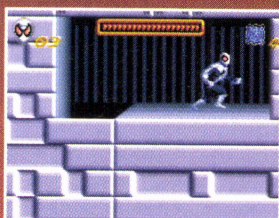
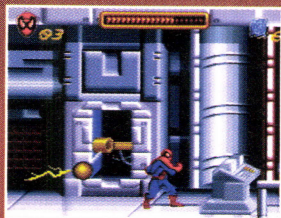
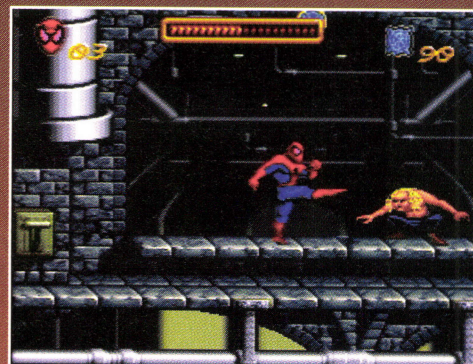
The new game is based on the recently-premiered Fox animated series. The show is an example of how good Saturday morning cartoons can be when people actually spend time on their work and care about their subjects. This same stamp of quality is all over the *Spider-Man* game.

The game begins with the escape of several of Spider-Man's deadliest foes from Ravencroft Asylum. Naturally, it's up to the web-slinger to round up all the bad guys into a corral, hog-tie 'em with webbing and brand them like the doggies that they are.

It's a pretty traditional platform game, but it's surprisingly ex-

citing. Spidey has all of the crazy radioactive abilities that you would expect him to have. He has a supply of webbing with which he can beat up his enemies and also use practically as a rope to swing from. His web supply can be increased by finding hidden web power-ups. In addition, he has two types of stun grenades and the ability to climb walls. At times, he even crawls stealthily across the ceiling when the need arise.

These aren't all the weapons in Spidey's arsenal, either. In a nod to the *Marvel Action Hour* cartoon—which features the Fantastic Four and Iron Man—Spider-Man can collect icons which represent the Fantastic Four. These are used like the smart bombs in the classic game *Defender*: When the time is right, you can use the Invisible Girl, for instance, to provide an invincible—albeit temporary—shield. Each member of the Four has his or her own unique ability.



## SPIDEY'S MOVES



CLING



CRAWL



PUNCH



KICK



SWING



RUN



CLIMB



WEB  
BOLT



BOMB



SPIDER  
SENSE

## LEVEL 1 BOSS: DOC OCK



Doc Ock is a tough boss to beat. Here's how you can cook his hash.



Go to the top of Doc's laser machine and flip this switch. It turns the machine on.



## SUPER VILLAIN PROFILE: DR. OCTOPUS



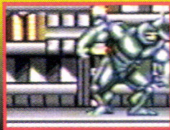
Dr. Otto Octavius grafted mechanical tentacles to his body and went all funny in the head. What a loser.

## SUPER VILLAIN PROFILE: THE LIZARD



Curt Connors was studying reptiles' regeneration of missing limbs and for all of his trouble he became a lizard.

## SUPER VILLAIN PROFILE: RHINO



The Rhino is an uncouth brute, but with his super-strength and impenetrable armor, he's tough to beat.

## SUPER VILLAIN PROFILE: OWL



Once a crooked financier, Leland Owlsley became the Owl and turned into a super-villain with class.

## SUPER VILLAIN PROFILE: GREEN GOBLIN



The classic Spider-Man villain. Norman Osborn was a scientist who suffered a mind warping injury. He's evil.

## SUPER VILLAIN PROFILE: JACK O' LANTERN



International terrorist and snappy black dresser. He's stolen the Green Goblin and Hobgoblin's schtick.

## SUPER VILLAIN PROFILE: VENOM



Eddie Brock wears the alien suit Spidey got way back during the Secret Wars. He's ugly, scary and loony.

## SUPER VILLAIN PROFILE: SCORPION



Mac Donald Gargan was once a private investigator, and now he's a vicious bug on the loose in NYC.

# SUPER NES

*Spider-Man* has a huge cast of villains, and all of 'em are faithful to their Marvel Comics origins. You'll be facing the likes of the Beetle, Doctor Octopus, Jack O' Lantern, Green Goblin, the Shocker, the Lizard, the Rhino, Chameleon, the Scorpion, Smythe, Mysterio, the Owl, the Vulture, the Tri-Spider Slayer, the Alien Spider Slayer and Venom; how's that sound? That's a heck of a lot of villains to encounter, and the great thing about it is that they're all used wisely and all look super-cool. You never once get the impression that one villain got less attention than another. I was reminded of one those old *Spider-Man* annuals where he would fight a different villain every two pages.

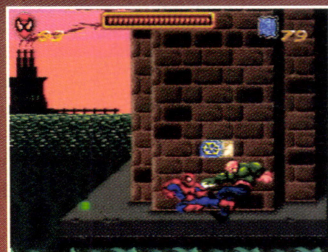
The only drawback is that the Foolkiller wasn't in the game. Here's a tip: When you fight the Lizard, hit him until he reverts back into human form and he won't bother you anymore. If you hit him again while he's in human form, he transforms back into the Lizard and gets on your butt like pancakes on a griddle.

The game plays wonderfully after you master to the variety of controls, but there's no password option, which is a drag. You do get three continues, but I'm greedy and I want passwords, baby.

Another frustrating aspect of this game is the way you have to jump in and out of the background graphics to reach certain areas in every stage. It's a cool idea, but it's very hard to identify the spots where you can switch from one "plane" to the next. Not only that, but there are places where you know you can jump behind a wall, and it actually takes two or three tries before the game program understands what you're trying to do and puts you there. Other times you'll make the switch without intending to! The hit-or-miss controls are the weakest part of the game, but with all of the cool super-villains, you may not even notice.

Man, I hated most of the other *Spider-Man* games that have been released in the past, but I'm in love with this game. What's the deal? I suppose it proves that quality, like cream, rises to the top. Sega's 32X *Spider-Man* game is supposedly on the way for the '95 holiday season; I say, "Bring it on!"

—Gabe Soria



## EDITORS' RATINGS

**CHRIS G. 8**  
This cartoon game rocks.

**BETTY 8**  
This one's a real challenge, but that only increases its replay value. A plethora of enemies.

**JIM 7**  
Loads of cool villains, but the collision detection is off and the difficulty setting is infuriating to the point of taking a sledgehammer to your controller.



Lure Doc Ock near the machine and stun him with a grenade or web...



...and watch him fry! Shock him a couple of times and you'll defeat him.

## BREAKDOWN

**GRAPHICS 8**  
That Steve Ditko flavor you crave.  
**SOUND/MUSIC 8**  
The boss theme song wastes the rest.  
**PLAYABILITY 8**  
Challenging, puzzling, ultimately cool.

**OVERALL RATING** **8** GREAT VIDEOGAMES



"Kirby's Avalanche is a challenging puzzle game."

# KIRBY'S AVALANCHE

**N**intendo knows what you *Tetris*-heads out there are craving, and that's more strategy and fun to satisfy your sick puzzle desires. Last month we reviewed the amazing *Bust-A-Move* for the SNES and this month brings us another fantastic puzzler, Kirby's *Avalanche*.

Basically, Kirby's *Avalanche* is a port of Compile's popular Japanese MegaDrive game *Puyo Puyo*, and as any fan of that cart will tell you, players of *Puyo Puyo* soon become helpless slaves to the rhythm of falling dots. While a version of *Puyo Puyo* has appeared for the Genesis under the name of Dr. Robotnik's Mean Bean Machine, Kirby's *Avalanche* is everything *Puyo Puyo* was and a little more.

For those of you not in the know, the basic game is set up like this: Kirby's *Avalanche* is played against another player, and the point of the game is to line up blobs of the same color in rows of four or more. These rows can be vertical, horizontal, or bent. Sound easy? Wrong! At the same time, your opponent is also matching colored blobs. They fall in sets of two which are occasionally the same color, but most of the time aren't. If one player goes on a hot streak, clear blobs will fall randomly on the other player's side (the eponymous *Avalanche*.) These clear blobs can really screw you up, but they can also help, 'cause they act as "wild blobs" sometimes.

When things start getting fast, tensions rise. Heck, it's bad enough playing against the computer, but try playing against a friend and watch the steam begin to whistle out their ears. I swear, it gets to be like a bad episode of *The Three Stooges*! Just remember: It's only a game.

In keeping with Nintendo's propensity for having the cutest characters in their games, Kirby and the rest of his buddies are so golly-gee-whiz cuddly you'll want them as pets, and even the blobs have personalities. They have big bug eyes that check out the other blobs. It's pretty hilarious.

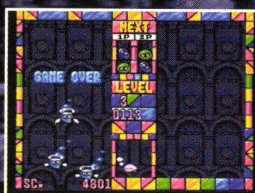
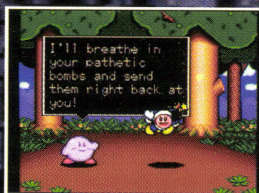
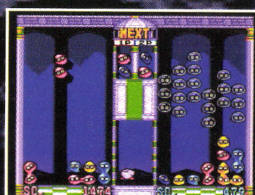
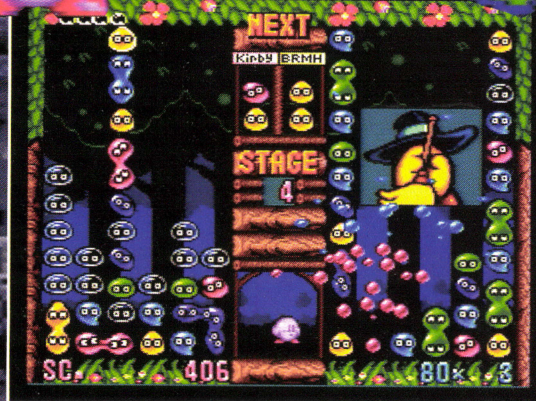
Kirby's *Avalanche* might get dissed by other magazines 'cause it's not an ultra-violent kill-fest, but the *VIDEOGAMES* crew isn't ashamed to show its sensitive side by heartily recommending it. It's aces.

—Gabe Soria

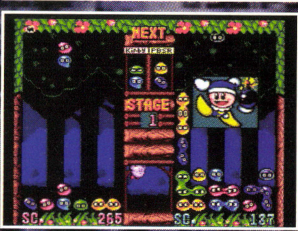
**GRAPHICS** 7  
Everyone is ultra-cute and the colors are great.  
**SOUND/MUSIC** 6  
The music is innocuous and pleasant.  
**PLAYABILITY** 9  
Yet another simple, addictive game.

**OVERALL RATING** ▶

**GREAT**  
**8**  
*VIDEOGAMES*



Defeat your opponent and then rub his nose in it.



## EDITORS' RATINGS

**BETTY** 9  
I could play it all day long.

**JIM** 9  
You really get your money's worth; very addictive!

**CHRIS B.** 8  
I sure hope the creator of the original *Puyo Puyo* is getting royalties from all these clones!



Nintendo

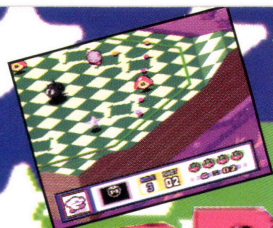
PHONE  
(206) 882-2040

DEVELOPER  
NINTENDO

SIZE  
8 MEG

PLAYERS  
1 OR 2





# KIRBY'S DREAM COURSE

**N**intendo is releasing two new Kirby games, one of which is *Kirby's Dream Course*. I must admit that I went into this game preparing to thrash it because I'm not a big fan of cutesy Nintendo games. I was in for a shock.

*Kirby's Dream Course* looks like a cross between *Marble Madness* and miniature golf. You play Kirby and the object of the game is to roll yourself into a hole after you collect all the stars on the level by hitting certain objects.

Sounds easy enough, and the first few levels play that way. But soon you are confronted with new obstacles to overcome and the strategy portion of the game rises as you figure out new ways to minimize the number of "strokes" you take.

In two-player mode, the rules change a little. As in croquet, if one player hits the other, he can knock player two out by causing him to fall asleep for a few strokes. Also, when the two Kirbys (or is it Kirbyes?) make contact, the aggressor can absorb any special powers that the other has. Similarly one Kirby can steal stars from the other by running into them.

The graphics of this game are superb. Kirby and all of the obstacles on the course are colorful and detailed. The backgrounds are also very cool, reminiscent of those found on the bonus levels of *Sonic*. The animation is very smooth and fluid.

The bottom line is that this game is entertaining. The addiction factor is high and the courses get progressively more challenging. What's even better is that you must think while you play. Only intelligent gameplay will get you to the next level. A worthy game for one or two players.

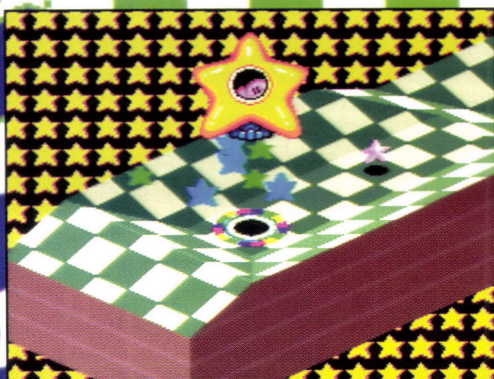
—Geoff Higgins

## EDITORS' RATINGS

<b>NIKOS</b>	<b>9</b>
A combination pool and golf game that gives you the best elements of both.	
<b>CHRIS B.</b>	<b>8</b>
I love the Kirby character like a brother.	
<b>BETTY</b>	<b>8</b>
Especially fun in 2-player mode.	



**"THE ADDICTION FACTOR IS HIGH!"**



Here Kirby throws himself in for a hole-in-one.

## BREAKDOWN

<b>GRAPHICS</b>	<b>9</b>
Smooth and crystal clear.	
<b>SOUND/MUSIC</b>	<b>6</b>
What you'd expect from Kirby.	
<b>PLAYABILITY</b>	<b>8</b>
Very enjoyable and addictive.	

**OVERALL RATING**



**Nintendo**

PHONE  
(800) 255-3700

DEVELOPER  
**HAL LABS**

SIZE  
**16 MEG**

PLAYERS  
**1 OR 2**

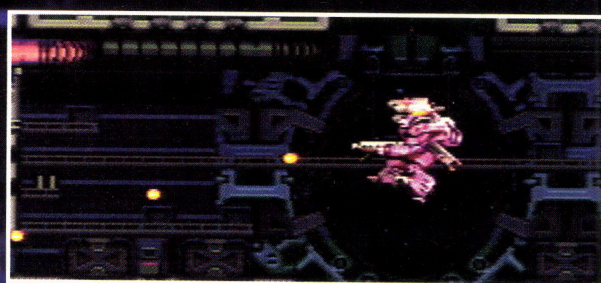
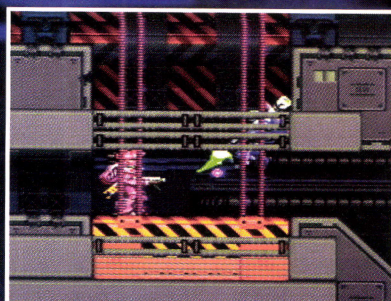
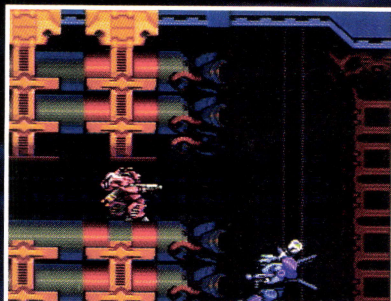


# METAL WARRIORS



## EDITORS' RATINGS

- BETTY** **9**  
It looks absolutely stupendous; just like Japanese animation.
- CHRIS B.** **8**  
An excellent action game, especially in two-player mode.
- NIKOS** **8**  
Giant robots? I'm a sucker for 'em!



Hang fire with the giant robots of *Metal Warriors*.

**G**ood golly, I love anime. In case you don't know about it, anime is the word used to describe animation of Japanese origin, and one of the icons of anime is the giant robot, sometimes called a 'mech or mecha. If you've ever seen the *Robotech* TV series, then you'll know what I'm talking about. They're cool, can weigh as much as a train engine and are usually porting around some impressive weaponry. Sound appealing? Then Konami's new game *Metal Warriors* is your cup of tea.

You are a 'mech warrior, fighting for truth and justice in an intergalactic war. Your army sends you on a series of missions which you must complete to advance through the game. In the first mission, for example, you must penetrate an enemy complex and save a friendly agent. If it sounds easy, then buddy, you've got another think coming. You might assume from the pictures that this is just an *R-Type* shoot-'em-up clone, but it's actually an involving action/strategy game, with a lot a shooting being the natural by-product.

The action scrolls to the right like most platform games, but in *Metal Warriors* you have a lot of leeway; with your handy back-pack rockets you can engage enemy 'mechs in air combat, or you can explore the deep recesses of the enemy's lair. The basic robot comes equipped with a machine gun and a laser sword, and you can earn power-ups like missiles, super-powerful shots and novelty items like the magnet, which allows you to walk on the ceiling, should you feel so inclined.

If you get tired of walking around in your 'mech, you can press a button and your pilot will pop out! Control him like you'd control the robot, but watch out, because he's a weak sucker. Use him to get to hard-to-reach places or to get other 'mechs when your old one gets too ragged.

The two-player mode of *Metal Warriors* is a kick, because your only objective is to find the other player and kill him dead. These contests are fought in complex arenas, and they're a free-for-all. You'll be able to choose whatever sort of 'mech you desire, and there are quite a few idle robots laying about to satisfy you if you need to change up. You and your friends will be laughing your butts off by the end of a battle.

So the graphics are beautiful, the game plays like an ice-cream dream, and it's pretty much perfect, right? Well, *Metal Warriors* has two major flaws which earn it an eight instead of the nine it so richly deserves. First of all, there's not a password function and I hate that! This is a really difficult game, and there's nothing more frustrating than realizing that after you turn off your SNES, you won't be able to continue where you left off. The second thing I have to take issue with is *Metal Warriors'* lame continue feature. If you get to the end a level and die, you continue from the beginning of the level! Not the middle; the beginning. Aarrgh!

Criticisms aside, *Metal Warriors* is still a white-hot game. If you dig that Japanese action stuff and are dying for an anime fix, get your hands on this cart.

—Gabe Soria

## MECH PROFILE



**HAVOC**



**DRACHE**



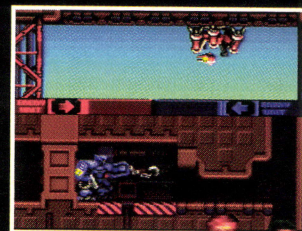
**SPIDER**



**NITRO**



**PROMETHEUS**



## BREAKDOWN

- GRAPHICS** **9**  
It's just like a Japanese animated movie.
- SOUND/MUSIC** **8**  
Wait till you hear the 'mechs walking around!
- PLAYABILITY** **9**  
I wanted to play until my eyeballs bled.

**OVERALL RATING**

**8**

"IT HAS ANIME ACTION GALORE!"



PHONE

(708) 215-5100

DEVELOPER

LUCASARTS

SIZE

16 MEG

PLAYERS

1 OR 2



"Spider-Man just doesn't stick."

# SPIDER-MAN

**Acclaim**  
entertainment inc.

PHONE

(516) 624-8888

DEVELOPER

WESTERN TECH.

SIZE

16 MEG

PLAYERS

1

## EDITORS' RATINGS

**GORE** 7  
The SNES version is the one to get, but just wait for Spidey on 32X.

**CHRIS B** 5  
Some control problems and average graphics.

**JIM** 4  
Disappointing and insulting. I am a HUGE Spidey fan, but I've yet to see a proper video game conversion. AAARRGH!!!



SCORPION



DOC OCK



RHINO

**S**ometimes I just don't get it. A game will come out for two systems and for

various reasons, one version is dramatically superior to the other, for no apparent reason other than the designers' whim. Genesis owners, I'm sad to say that you've received the short end of the stick with the Sega version of Acclaim's new *Spider-Man* game. Poor babies.

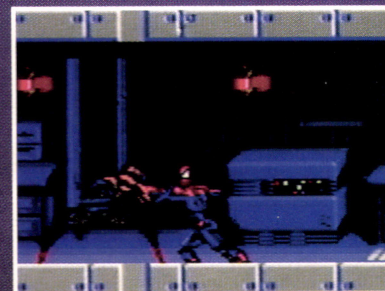
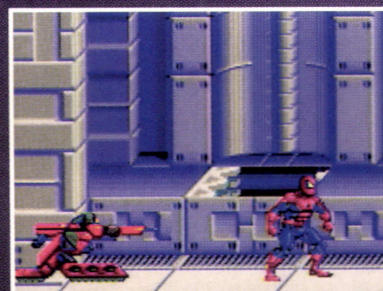
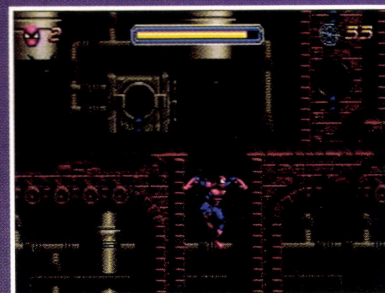
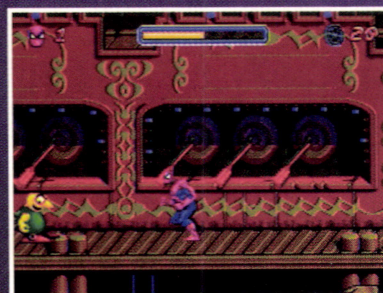
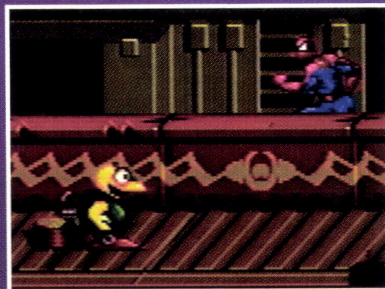
It's based on the new Fox Television animated series, which is fast on its way to becoming one of my favorite cartoons. The SNES version of this game picked up on the whole cartoon vibe and did well by it, but the Genesis cart is lackluster in comparison. But enough about the SNES, this is a review of the Sega game.

The concept isn't anything special, or anything you haven't seen before. It's a platform game, whoopee! But we all know that platform games can be darn enjoyable when they're done creatively, so *Spider-Man* had some potential. Potential that went to waste, unfortunately. The controls are completely frustrating because they're about as smooth as the pot-hole ridden streets of New Orleans. Spider-Man is incredibly agile in the comics, so why is he a klutzy dork in this game? It's hard to make him crouch and stick to walls. He's about as fluid as a block of dry ice. The sound design is completely dull, but Doctor Octopus' laugh is really creepy. The game also looks like it was rushed. We all know that the Genesis is capable of some graphic feats, but this game looks like one of those fill-in issues of *Amazing Spider-Man*, the ones when your favorite artist decides to take a vacation and they get a talented, but unimaginative, hack to fill in.

I couldn't believe how many times I asked myself, 'What the heck is going on with this game?' while I tried to figure out why some of the bosses could be beaten so easily, or why it was next to impossible to maneuver Spider-Man as he sat on his can in a corner.

Okay, it's not all that bad. *Spider-Man* does feature a trailer-load of villains which all look dastardly, and Spider-Man himself is rather tall and looks fetching when he runs. Unfortunately, good form while running the hundred yard dash only counts in games like *Track Meet*. If you're a fan of Spider-Man, you might find yourself enjoying this game, but I sure didn't. I've played the SNES version and I'm never going back.

—Gabe Soria



## BREAKDOWN

**GRAPHICS** 6  
Spidey deserves much better.

**SOUND/MUSIC** 5  
In a word: lame.

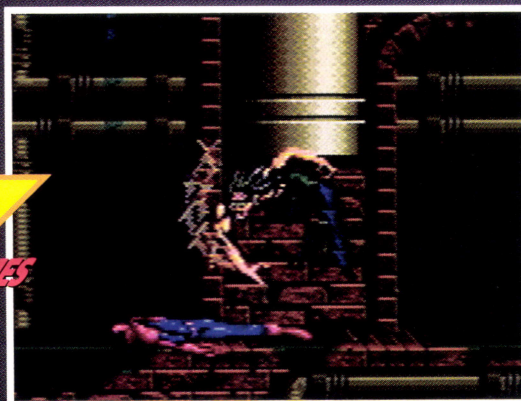
**PLAYABILITY** 5  
There's no control. Where's that SNES cart?

**OVERALL RATING** 6

GOOD

6

VIDEO GAMES



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Our March issue included a capsule review of *Tempo* in which we mistakenly identified it as a Genesis game. Worse yet, Sega told us later that the version we covered was not a reviewable copy of the game. Whoops! Sorry, Sega; apologies all around. *Tempo* is actually a very cool 32X cartridge starring an awfully cute grasshopper who likes to shake his booty on the dance floor.

*Tempo* and his girlfriend/dance partner Katy live in Rhythmia where, once a year, the Dance Master of Rhythmia, Major Minor, sponsors a music festival highlighted by a dance contest. First prize for the dance contest is the Major Minor Trophy. *Tempo* and Katy want that trophy, but so does King Dirge, the game's evil antagonist, who's pitted his performance company, Mussi Productions, against *Tempo* and Katy.

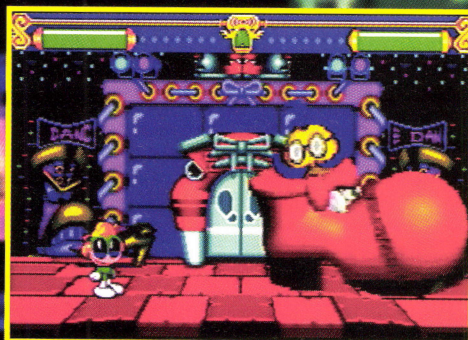
The good thing about *Tempo* is that he can actually do a lot: jump, climb ladders, fly, dash, spring jump, slide kick, back kick and wall kick. That's a lot for a grasshopper, and it's a lot for a cutesy character in a cutesy platform game. The flying trick is quite the exuberant activity: *Tempo* sprouts wings, they'll twitter and the next thing you know you're flying. It's a shame, however, that *Tempo* can't execute any of his talents very quickly.

**"The graphics are enough to leave you decerebrated."**

As a matter of fact, he moves pretty darn slowly, and that's a drawback that can prove quite frustrating. *Tempo* would be a much better game if only that grasshopper could move a little faster. His leisurely pace would be pretty well-suited for younger gamers, but overall the game play doesn't seem simple enough for little kids.

That's not to say that there aren't a lot of good ideas at work in this game or that it isn't a fun game at all. For one thing, the game *looks* dope. Sometimes there's so much going on all at once on the screen it could give me a headache. (I mean that in a good way.) Not boring in the least. It's so flashy, in fact, that it'll probably stimulate some seizures. Musical notes are everywhere, and there are backgrounds that look like graphic equalizer displays. It all looks cutesy-digital. But there's even a stage that starts between the teeth of a giant creature and ends in his stomach where you travel through his intestines. This thing has some really colorful and lively intestines.

Every once in a while you'll come across an area labeled "Dance." Walk through this area and *Tempo* will do a little dance for you. At this point, a pod drops from the sky and Katy busts out of it. Not only is Katy *Tempo*'s dance partner, but she can help him out by knocking down walls, defending him from certain attacks, and can also get rid of an enemy once *Tempo*'s stunned it with a Snap Attack.



Major Minor's tower, home of the dance contest.



*Tempo* is Sega's grasshopper version of a club kid.

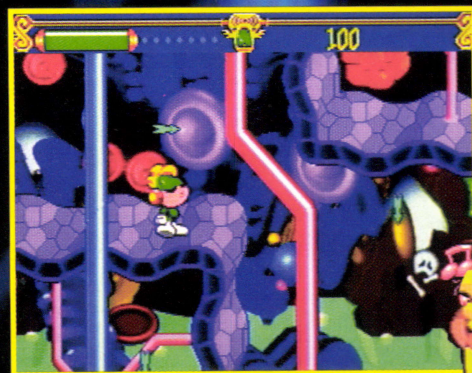


## BREAKDOWN ▼

**GRAPHICS** 9  
Flashy and bright and busy—the way I like it.  
**SOUND/MUSIC** 8  
Bad music would have made the game a farce.  
**PLAYABILITY** 7  
Tempo needs some pep in his pistol.

**OVERALL  
RATING▶**

**GREAT  
8  
VIDEO GAMES**



You'll love the digitized tunes and sound effects.

The dynamics of the game are simple, but a little more interesting than most platform games. Start the game, and the Major Minor tower appears. Four ascending levels comprise the tower—three levels of normal stages and one level of bonus games. You start with any of the three stages on the first level. Once you've completed all three in any order, you'll move to the next level.

Of course, you'll meet up with a boss at the end of each stage. The bosses are big and colorful and practically loom at you from the screen. Aside from the graphics and snappy music, the gameplay is typical of most platform games. Great graphics with typical gameplay pretty much describes the entire game, but you'll find it entertaining enough and rather enjoyable.

—Betty Hallock



## EDITORS' RATINGS ▼

**CHRIS G.** 8  
Surprisingly good. The music is hot!

**CHRIS B.** 7  
I'm not sure if this is the best the 32X can do, but it's one of my favorites so far.

**NIKOS** 6  
Cool 3-D effects, but not great.

# GENESIS 32X





## EDITORS' RATINGS

**CHRIS B.** 8

Surprisingly fast, smooth and detailed—better than the Sega CD *After Burner* game.

**NIKOS** 7  
I'd buy it.

**CHRIS G.** 6

An arcade-perfect translation of the classic. Kinda late though.

## BREAKDOWN

**GRAPHICS** 9

Tremendous explosions and plenty of action.

**SOUND/MUSIC** 7

The music seems to change at every stage.

**PLAYABILITY** 8

Great shooting with very good controls.

**OVERALL RATING**  **7**

# AFTER BURNER™

"YOU'LL WANT TO EXPLODE!"

The 32X version of *After Burner* is very much like the arcade version; you'll be pleased by the detailed graphics and entertaining explosions—fire wreckage that fills up the entire screen, in fact. Every good shooter needs good explosions and *After Burner* doesn't fall short. Crash into oncoming enemy aircraft or let one of those heat-seeking missiles catch up to you, just to check out the ensuing blast. You'll be glad you did. I had just as much fun crashing in this game as I did in *Paperboy 2*.

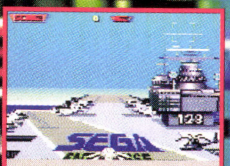
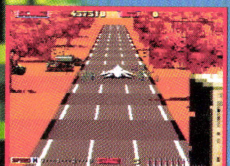
The gameplay is very simple and straightforward. You pilot an F-14 and shoot down everything in sight. Aim for high score, best time or most kills. There are a few levels that test your steering skills as well, and you'll have to maneuver through narrow flight paths and forests of communications towers. Heat-seeking missiles and Vulcan 20mm cannons are at your disposal. You may run out of weapons every so often, but you'll be able to reload every few levels.

*After Burner* is fast-paced and each stage moves by quickly. You'll encounter both day and night combat in a variety of backgrounds—over air, land and sea. The excitement level in this game is high because there's usually a lot happening on screen. Lots of enemy aircraft whizzing by. It definitely doesn't look boring, and it doesn't play that way either. The game provides plenty of enemy aircraft. They're moving fast too, so it isn't always easy to shoot them down.

As the game progresses, your aircraft picks up speed. Then things start moving really fast. The control is excellent. You'll be able to barrel-roll without any problems; that's the best way to rid yourself of heat-seeking missiles that are heading right up to your bum.

*After Burner* for the 32X is really a very good game with great arcade action. It's a little late, coming a year after the release of *After Burner III* for the Sega CD and several years later than *After Burner II* for the Genesis, but if you own a 32X and haven't seen previous *After Burner* titles, you'll love the fast action and scaling scenery of this version.

—Betty Hallock



Watch your butt; plenty of heat-seeking missiles are after it.

**SEGA™**

PHONE  
(800) USA-SEGA

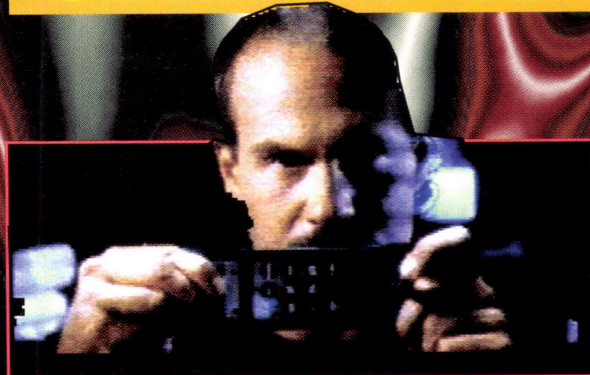
DEVELOPER  
SEGA

SIZE  
24 MEG

PLAYERS  
1



# NIGHT TRAP



When people talk about video-game ratings, *Mortal Kombat* is usually remembered for starting all the fracas. Often forgotten is the role that *Night Trap* played in sending Moral Majority-types all over America into a fearful frenzy. Good news: It's back to take advantage of the 32X's ability to boost the power of the Sega CD!

For all of you who have no idea what I'm ranting about, this is the lowdown. Five teenagers have disappeared from the lakeside home of Mr. and Mrs. Victor Martin. They went there for a weekend of fun and frivolity, and—wouldn't you know it?—they never came home, and this weekend there's a whole new crop of teens going to get loaded. That's where you come in. S.C.A.T. (Special Control Attack Team), a group of commandos with good—if nebulous—intentions, has already infiltrated the Martins' house and discovered the existence of hidden security cameras in eight rooms, as well as a series of booby traps. S.C.A.T. has hacked into the surveillance and booby trap control system and now you have the power (as long as you have the right access code). Your job is to watch the scantily clad group of girls partying the night away at the Martins' house and to make sure that nothing funny happens...but of course it wouldn't be much of a game if nothing funny happened, now would it?

Basically, you become an über-voyeur, because you must constantly switch from camera to camera in the house, watching scenes straight out of a late-night horror flick. Creeps are



Shake it like a white girl.



"WHERE'S DIGITAL PICTURES' GARY COLEMAN GAME?"

## EDITORS' RATINGS

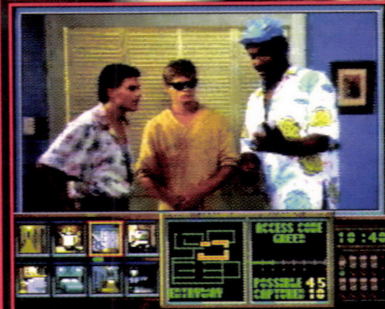
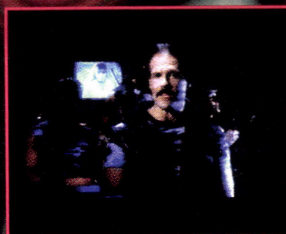
**CHRIS G. 8**

An upgrade of the classic. Make Congress really mad and buy two copies!

**CHRIS B. 7**

It's too early to feel nostalgic over this one, but I do have a soft spot for the actresses.

**BETTY 6**



Digital Pictures



Licensed by Sega Enterprises, Ltd.

PHONE

(800) 262-5020

DEVELOPER

DIGITAL PICTURES

SIZE

CD

PLAYERS

1

## BREAKDOWN

**GRAPHICS 7**

Not quite as clear as the 3DO, but still decent.

**SOUND/MUSIC 7**

Oooh, kids, want to hear some scary music?

**PLAYABILITY 7**

Not your typical "game," but still fun.

**OVERALL RATING**

COOL

**7**



creeping around the house, doing skulky things and trying to trap the girls. What you have to do is try to trap them first and ultimately you'll find out what the heck is going on.

There's violence galore, spookiness to spare and mystery to boot. Vampires might be involved (well, from the box art, it's a safe bet that vampires are involved) and as you know, there's gotta be some vampires if the horror movie is to be truly cheesy. Highlights include the performance of Dana Plato (of TV's *Diff'rent Strokes* and ex-con) and stellar B-movie dialogue.

I enjoyed *Night Trap* much more than I thought I would. The improved video quality of the 32X definitely made a difference in my opinion, so I'd say that a new version of *Night Trap* was actually warranted. It's not a typical video game, but I actually enjoyed playing it. *Night Trap* is halfway decent because the corny script, bad acting and cheesy sets work in its favor.

—Gabe Soria



## BREAKDOWN ▼

**GRAPHICS** 10

Still some of the best around.

**SOUND/MUSIC** 10

Tommy Tallarico...the truth comes out!

**PLAYABILITY** 10

The new Big Bruty stage is tons of fun.

**OVERALL RATING** ▶ **10**

MEGA-HIT

VIDEO GAMES

**EARTHWORM JIM**

Special Edition

Tallarico

PHONE

(714) 553-6655

DEVELOPER

SHINY

SIZE

CD

PLAYERS

1

## EDITORS' RATINGS ▼

**CHRIS G.** 9

The best version yet! If you're still waiting, this is the one to buy!

**NIKOS** 9

If you decided to hold out for the Sega CD version, you were thinkin' straight.

**CHRIS B.** 9

It took long enough to happen, but for those of us who are big fans of the game, it was worth the wait. *Earthworm Jim* on Sega CD brings the same terrific gameplay to your CD system and adds a few new features that are sure to make you happy.

For starters, there are a couple of new options available. You can now control the level of the sound effects or music in the game. (Don't know why you'd want to do so, but now the option is there.) Then there's the most important new feature: a password option! I don't know about the rest of you, but I thought *Earthworm Jim* was a difficult game to begin with. To have had no password option limited the amount of levels I got to see when the first game came out. Now, that is no longer a problem. After each level you are given a password so you can skip right to it later. No more starting over at the beginning when you screw up.

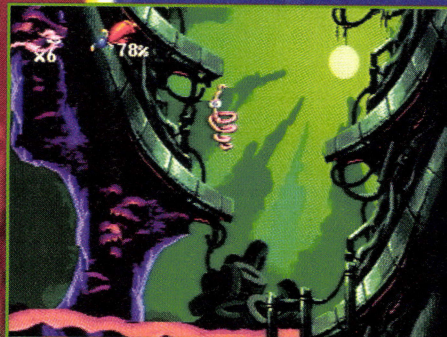
The option screen isn't the only place where you can find new features. The items that you can find have now been increased by one. Homing Shells,

they're called, and what they do should be pretty obvious. When you find this icon in your travels, you get three missiles which will home in on the nearest target and destroy it. A good feature.

Also just added is a new level for Jim to explore. Called "Big Bruty", it appears right after "What the Heck" and features a new bad guy, Big Bruty. (Obviously named—but not necessarily modeled—after Shiny art director Nick Bruty.) Big Bruty is a fat, blind and stupid creature who's all stomach. Don't get too close to him because you might find yourself lunch. This new level also features a hornet that will latch on to you and peck at your head. Homing missiles work best on these buzzing baddies.

*Earthworm Jim* on CD is a fantastic game. If you don't own the cartridge version already, buy this one. If you do own it or have already completed the game, at least check this out for the new level, extra options and excellent CD soundtrack from the newly-formed Tommy Tallarico Studios.

—Geoff Higgins



"Keep your hands and feet away from Bruty's mouth"

**PASSWORD**





# LORDS OF THUNDER

SEGA CD

SEGA™

PHONE

((800) USA-SEGA

DEVELOPER

HUDSON SOFT

SIZE

CD

PLAYERS

1

## BREAKDOWN ▼

### GRAPHICS

Dazzling superweapons.

8

### SOUND/MUSIC

Great rock soundtrack.

9

### PLAYABILITY

This game has energy.

8

**OVERALL RATING ▶**

GREAT

**8**

VIDEO GAMES

**L**ords of Thunder is a much-needed addition to the stale library of Sega CD games. Not that the video game world needs another arcade-style shoot-'em-up, but it is a welcome change for CD owners.

In a direct conversion of the two-year-old Duo game released by Turbo Technologies, *Lords* is divided up into eight worlds, each associated with an element: earth, water, fire or wind. The worlds get progressively harder, although you may choose the order in which you play once you are familiar with all of them.

To prepare for each world, you'll be given a choice of the type of armor you'd like to use. There are four such suits, one for each elemental force. After you choose your armor, you'll be given a chance to purchase extra power-ups. This is handy because it allows you to start a level with an already powerful weapon, foregoing the process of powering up along the way. You can also purchase extra continues, elemental bombs and stamina.

While all of the worlds contain different monsters and obstacles to overcome, the basics are the same: Fight your way through a horde of enemies and then defeat the boss at the end of the stage.

The graphics in *Lords of Thunder* are great. The enemies are all very detailed and colorful, and the bosses are big and mean. Also, if you're a big fan of heavy firepower, this game has what you are looking for. You can power-up your weapon to intense heights, vaporizing everything on the screen. The type of weapon you'll be using varies depending on which suit of armor you're wearing, making for four



**"Blasting baddies has never been so much fun!"**

## EDITORS' RATINGS ▼

### CHRIS G.

8

A great shoot-'em-up with excellent sound.

### CHRIS B.

7

Look familiar? I liked *Gate of Thunder* better; maybe Hudson will do that one for Sega CD, too.

### GABE

6

It's a pretty shooter.

very different displays of firepower. The effects of your elemental bombs are also fun to watch in action. The fire bomb, for example, unleashes a dragon which circles your opponents and incinerates them.

The graphics aren't the only great feature; the sound kicks, too. In *Lords Of Thunder*, you get to blast the bad guys to a soundtrack of guitar rock à la Satriani or Steve Vai. While this drowns out the sound effects a little, it makes for a better time.

The only drawback to this game is its difficulty level. *Lords Of Thunder* is not a very hard game. It shouldn't take too many hours to complete most of the worlds. This can be alleviated somewhat by starting at a more difficult place when you begin, or by attempting certain worlds whilst wearing different types of armor.

All in all, the pros greatly outweigh the cons of this game. *Lords Of Thunder* is fun to play and a welcome addition to the Sega CD line of software.

—Geoff Higgins



Blast away to a rock soundtrack.



#### AIKMAN NFL FOOTBALL™

"It's really impressive...the Jaguar version is the best yet." -EGM

"It has tantalizing innovations and a well-prepared collection of features." -GamePro



#### SYNDICATE™

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"More than 50 missions of mayhem and mob activity." -GamePro

#### TEMPEST 2000™

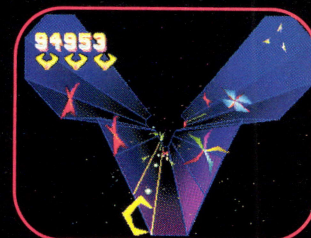
"One of the most intense video gaming experiences ever." -Next Generation

"Further proof that the next level of gaming has arrived."

"This game sets a new standard for intensity." -Die Hard Game Fan

"10-Editor's Choice Gold Award." -EGM

"Best sound and best shooter - all platforms." -Game Informer



Best games.  
Best system.  
Best get off  
your butt and  
get one.



#### DOOM™

"Blows Sega's 32X version away!"

"The best version of DOOM for any home system." -VideoGames

"Doom is a gaming milestone."

"10-a mega hit!" -GamePro

#### ALIEN VS. PREDATOR™

"A masterpiece and a milestone... AVP scared the hell out of me." -VideoGames

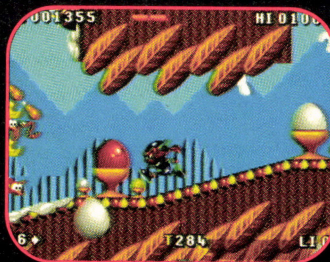
"AVP's graphics are stunning." -GamePro

"Best Jaguar action adventure game."

-Die Hard Game Fan

"Jaguar game of the year"

-Game Informer & Game Players



#### ZOOL 2™

"Features superior level design... the visuals are truly gorgeous." -Die Hard Game Fan.

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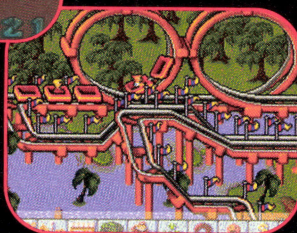


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"Recommended." -VideoGames



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"The best skiing and snowboarding game ever created."

"The speed at which it moves is what makes it so freakin' fun." -VideoGames

"Graphically, the art is right on."

-Die Hard Game Fan



Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. "Includes Jaguar and one controller. ATARI, the Atari logo, Jaguar, the Jaguar logo, Burn Out, Fight for life, Iron Soldier, Tempest 2000, Hover Strike are trademarks or registered trademarks of Atari Corporation. Copyright 1995, Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. Troy Aikman NFL Football. © 1994 Williams Entertainment Inc. Tradewest™ and Troy Aikman NFL™ Football are trademarks of Williams Entertainment Inc.



COMING SOON



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"The best game of its kind."  
 "Simulation game of the year, among all hardware platforms."—Die Hard Game Fan  
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"The control is perfect and the artwork is phenomenal."—Die Hard Game Fan  
 "The whole game looks like a cartoon."—EGM



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"The graphics in this game are mind bending...the detail is unbelievable."  
 —Die Hard Game Fan



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"Its super smooth graphics... texture-mapped polygons... gives Virtua Fighter a one-two punch."—VideoGames

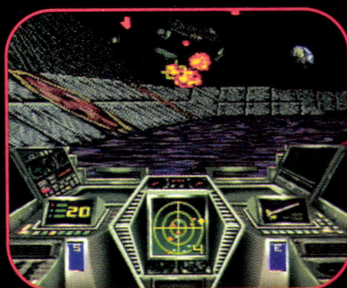


#### BURNOUT™

"Redefines the term hi-octane. The fastest motorcycle racing game, bar none."—VideoGames



As if it weren't enough having  
 the most killer system on  
 the face of the earth, we  
 created some of the  
 most mind-blowing,  
 head-exploding games in  
 the universe. All you have to  
 do is take one look at what  
 the magazine critics have  
 been saying and you'll  
 know that the Atari Jaguar  
 is where it's at.



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"Hover Strike should blow you away."—EGM  
 "With 30 fully texture-mapped 3D levels, and two-player co-op mode you simply cannot lose with this game."



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"Detailed and ultra colorful...original and just plain fun to play."—Die Hard Game Fan  
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# JAGUAR™

DO+THE  
MATH

6 4 - B I T

INTERACTIVE MULTIMEDIA SYSTEM

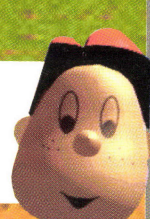
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CIRCLE #110 ON READER SERVICE CARD.





# theme PARK

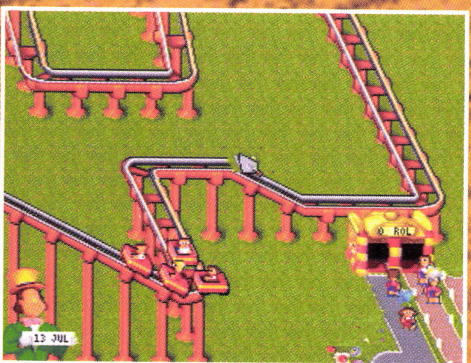


PHONE  
(415) 572-2787  
DEVELOPER  
**BULLFROG**  
SIZE  
CD  
PLAYERS  
1

**E**lectronic Arts' 3DO version of Bullfrog Productions' *Theme Park* is the closest you'll ever get to the real thing. It's just as good on the 3DO as it was on the PC. If you're not familiar with Bullfrog, these are the folks who created games like *Populous*, *PowerMonger*, *Populous 2* and *Syndicate*. It's not as if you couldn't play these games without owning a computer—*Populous*, *PowerMonger* and *Syndicate* are all available for a variety of home systems—but nothing compares to the precise translation of *Theme Park* for 3DO. I'll go so far as to say that the 3DO version of *Theme Park* may even look better than the PC version. How do you like them apples?

The goal in *Theme Park* is to create the best amusement park in the world. At the end of each fiscal year, your park will be judged against up to 40 rivals in the following six categories: Richest Park Owner, Most Exciting Park, Most Amenities, Customer Satisfaction, Biggest Park and Most Pleasant Park. The ultimate amusement park means you're first in each category.

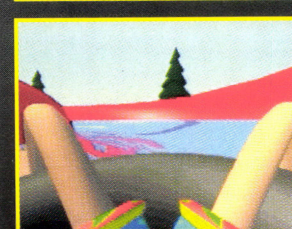
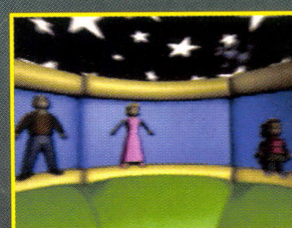
Achieving that goal isn't as easy as it sounds. Choose from three levels of difficulty: Sandbox, Sim and Full. In Sandbox level, you don't have to deal with research, stocking your shops or the stock market. Sim level allows your involvement in research to develop new facilities and in





## INTENSE RIDES!

After you build your rides, you can test 'em out! Whee!



## THOUGHT BALLOONS

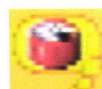
Your customers will let you know if they're happy or upset with the service you are providing.



I am hungry



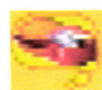
The food is not satisfying enough



I am thirsty



The drink is not satisfying enough



I am hungry and thirsty



The prize is not expensive enough

negotiations to deal with park staff, but the stock market is closed to you here as well. In Full mode, you're expected to contribute to research, you're responsible for each and every financial transaction and you will have to be extremely wary of hostile takeover attempts by the competition.

Playing *Theme Park* means paying a lot of attention to detail. You start with one big chunk of land and develop that chunk of land into a theme park with rides, sideshows, and shops. You're responsible for laying down the pathways, deciding where to put each ride and each shop and each bathroom, designing rides like roller coasters and hiring and firing park staff. If you place your bathrooms in the wrong spot (upwind of nausea-inducing rides, for example) the patrons will start throwing up everywhere. Then you've got a lot of "chunder" on your hands. If you don't make the

queues leading to rides long enough, they'll fill too quickly and people won't get the chance to try the ride out. If you don't make them short enough, they'll get irritated with waiting and will leave. There's a lot to take into consideration when designing your park.

In the beginning, you won't have a lot of money to work with and very few rides from which to choose. But as your park makes more and more money, you'll eventually be able to afford a roller coaster. You get to lay down the tracks and add the corkscrew turns and the loops, too. Then you even get to ride the darn thing. The first-person ride sequences look great; you'll appreciate the 3DO's 3-D capabilities.

If you're looking for a good time and haven't ever experienced *Theme Park*, you'll definitely want to look into this game.

—Betty Hallock

## ICONS

There are so many items to choose from. Here are but a few of the main icons:



BURGERS



FRIES



DUCK HUNT



NOVELTY SHOP



BALLOONS



MAZE



CLOWN SHOW



HAUNTED HOUSE



SPLASH



TEA CUPS

"A sim that really makes you feel good."



## EDITORS' RATINGS

JIM

9

Fun and original! Yet another valid reason to buy a 3DO!

CHRIS G.

8

Cool, but there are too many business aspects.

GABE

6

A maddening exercise in mass entertainment simulation.



THROUGH YOUR BAD PARK PLANNING ONE OF THE LITTLE PEOPLE HAS GOT COMPLETELY STUCK. FIND OUT WHERE AND HELP THEM

14 AUG



## MARIO'S PICROSS

Mario's first taste of the art world in *Mario Paint* must have had a lasting effect, because the diminutive Italian plumber is back to decorate your screen—but this time with a chisel rather than a brush. Your mission, should you decide to accept it, is to help Mario carve his favorite pictures on your Game Boy screen. *Mario's Picross* is an incredibly difficult game, but not nearly as difficult as describing exactly how you play.

You're presented with a grid made up of tiny squares, all of which are initially blank. What you then have to do is use the chisel to dig out individual squares, hopefully revealing a colored block below. Reveal all the hidden blocks and you make up a picture, and so that's where they got the name "Picross."

But hey, there are limits to what you can do. For one thing, you only have a short time to complete each puzzle, and time penalties are added whenever you mess up. So with this many squares on the screen, how can you possibly get the whole pattern to show without running out of time? Well, I'm afraid this is where

everything starts to look decidedly scary.

Above and to the left of the grid is a line of numbers that indicate how many hidden squares are on each line. The sequences of numbers do give valuable clues, so simple arithmetic and a lot of patience are all you need to succeed. At least, that's the theory. The fact of the matter is that your brain will fuse and leak from your ears only minutes after you start to play. Seemingly simple puzzles rapidly become sweat-inducing nightmares. It may well look like a frog now, but it could have been anything from a nuclear missile to a cherry pie just a few seconds ago.

To aid you in this seemingly impossible quest, there's a special "Hint" option, which lets you reveal two lines before you start to play, but to be perfectly honest, it doesn't really help all that much.

There are a couple of flaws, though. The game is definitely aimed at kids, but some of the puzzles would be more suited to Einstein than the Brady Bunch, and you can cheat, revealing the picture simply by pressing start. Obviously you don't have to cheat, but sometimes it's so tempting....

The addictive qualities are the real beauty of *Mario's Picross*. Like *Tetris*, your first few tries will leave you thinking, "Huh?" But give it a couple of hours and you'll be totally hooked. There are lots of puzzles, hundreds in fact. Solving just a couple should take you all day, so hopefully this cart has as long a lifespan as *Tetris* too.

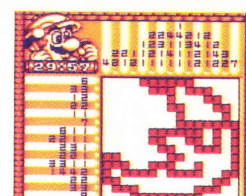
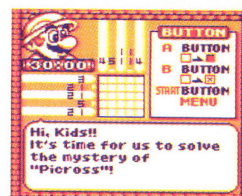
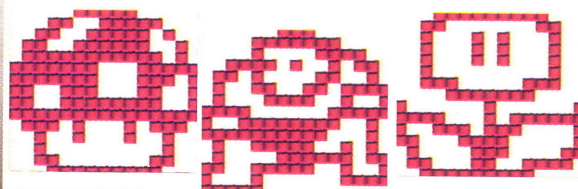
—Frank O'Connor

### EDITORS' RATINGS

**NIKOS** **8**  
Nice puzzle action for the bus.

**CHRIS G.** **7**  
Frustratingly fun puzzles.

**GABE** **5**  
A bit too cerebral for an idiot like me.

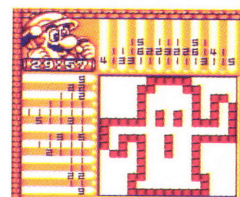
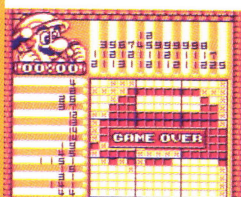
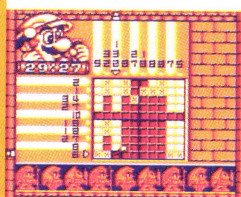
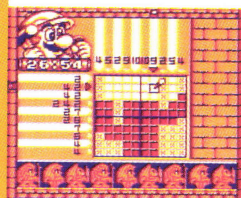


### BREAKDOWN

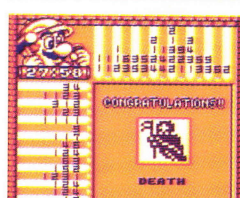
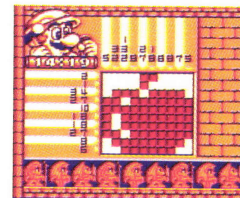
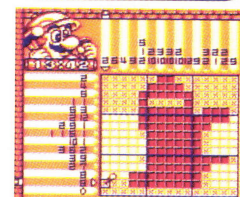
**GRAPHICS** **6**  
Very small, but they do the job.  
**SOUND/MUSIC** **5**  
Virtually no music and standard effects.  
**PLAYABILITY** **8**  
Initially dull, eventually addictive.

**OVERALL RATING**

**COOL**  
**7**  
**VIDEOGAMES**



Chip away the stone to play peek-a-boo with Mario's Picross.



Nintendo

PHONE  
(206) 882-2040

DEVELOPER  
NINTENDO

SIZE  
4 MEG

PLAYERS  
1



# Lemmings

## BREAKDOWN ▼

**GRAPHICS** 5  
Not much effort made.  
**SOUND/MUSIC** 6  
A different song accompanies every level.  
**PLAYABILITY** 7  
First several puzzles are not hard.

**OVERALL RATING ▶**

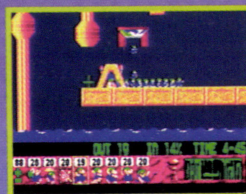
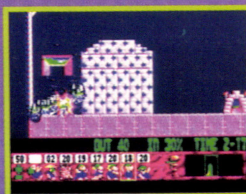
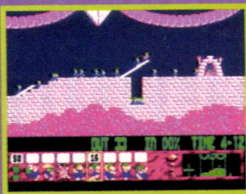
GOOD  
**6**  
VIDEO GAMES

**W**ant to play a brain teaser? *Lemmings* is your game. Now, for all of you who have a CD-i machine, you can play too.

The CD-i version of *Lemmings* doesn't really differ from those seen on other systems. The object is the same. The graphics are no better and the lemmings are just as stupid. But, as the old saying goes, "if it ain't broke, don't fix it," or something like that.

*Lemmings* can best be described as a fun game. There is no need for lightning-fast reactions or a competitive edge here. All you need is some free time and a brain—and the urge to do some puzzle-solving.

The object of the game is to get all of your lemmings from point A to point B. The challenge is overcoming the sometimes deadly obstacles which stand between you and the exit. To help deal with these problems, you are given several special abilities which the lemmings are able to implement. To do so, just click onto the appropriate icon and then click onto the lemming you want to



empower. Then watch him go to work, whether it is climbing, digging or blocking others from passing. The pure enjoyment of this game is in the successful rescuing of your little lemmings. Even their deaths offer a little amusement (hear them exclaim "Oh no!" and hold their heads before they explode.)

The one drawback is that you have to wade through quite a few levels that aren't really very difficult before you get to a challenge. But, if you're not particularly smart, then you won't really notice.

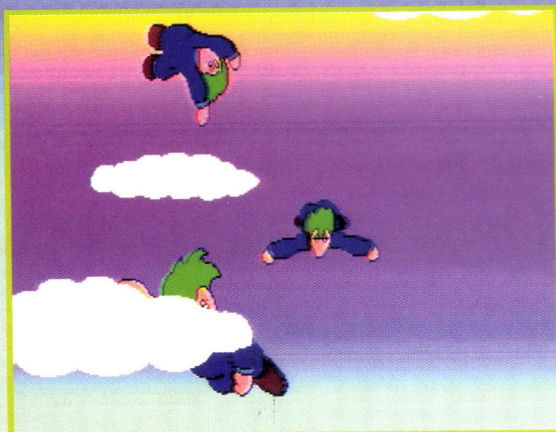
I would recommend buying this game. There isn't any blood or fast action, but there are so many levels that it will take a while to complete. *Lemmings* offers many hours of brain stimulating gameplay—excellent if you have plenty of time to kill.

—Geoff Higgins

## EDITORS' RATINGS ▼

**CHRIS G.** 7  
It's *Lemmings*, what do you expect? Great sound and addictive gameplay. They blow up real good!

**BETTY** 7  
I honestly haven't played any other version of *Lemmings*, but I thought this one was very engaging.



Don't let anything happen to those little guys.

**PHILIPS**

PHONE

(800) 845-2567

DEVELOPER

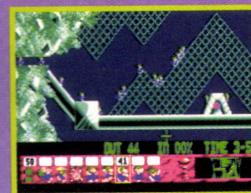
DMA DESIGN

SIZE

CD

PLAYERS

1



**"Smart and dumb people alike will enjoy this game."**



# RPG ATTACK!

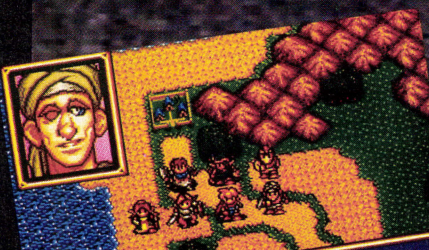
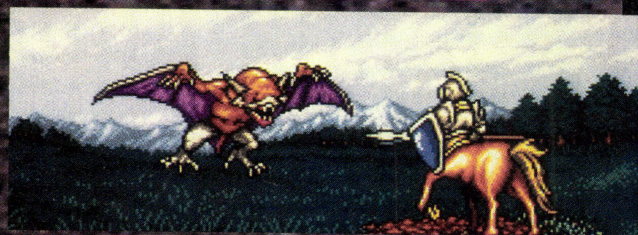


## SHINING FORCE SPINS ON SEGA CD

If you're a fan of Sega's *Shining Force* series on the Genesis and Game Gear, you're about to have an encounter with the granddaddy of them all: *Shining Force CD* for the Sega CD system. It's said to combine the best of the previous titles with all new levels, new music, over 16 different characters and

more than 50 epic battles. Once again, players will control the one-handed Prince

Nick of Cypress as he and his traveling companions fight off the invading armies of the power-mad King Iom. Look for a full review in a future edition of *VIDEOGAMES' RPG Attack!*



We need a ship to go to the main land of Cypress. Let's go to Miniyom Bastion.

RAY MNK2  
14/14  
9/9



Cypress Knight inflicted 1 points of damage!

## INTRODUCING TSR ONLINE

For those whose interest in RPGs branches farther than just video games, you'll be interested to know that TSR, publisher of the original *Dungeons & Dragons*—is now entering the world of cyberspace. TSR Online, a new electronic information service for personal computer owners with modems, will include graphics from the most prolific illustrators in the business, including Easy, Fields and Parkinson. TSR Live allows you to talk or game with others, and the service also delivers information on upcoming TSR products. TSR Online became available in January of 1995.

Rumor has it that Christmas, 1996 could bring the release of a *Dungeons & Dragons* movie with special effects by Stan Winston, the wizard who brought us *Jurassic Park* and *Terminator 2: Judgment Day*. The film's budget is about \$50 million and promises to bring the world of *D&D* to life for moviegoers.

On television, expect at least two new *Dungeons & Dragons* projects.

An animated movie based on the popular *Dragonlance* story is currently in the process of development. Nelvana, one of the world's top animation companies, will helm the opus. Perhaps most notably, MGM, TSR and Ground Zero are joining to bring us *Wildspace*, a fantasy movie that will be turned into a hour-long weekly TV show. The show will revolve around medieval warriors who fly around space on huge barques, battling an assortment of monsters and wizards. If this proves to be successful, the three plan other ventures into the fantasy genre.

## D&D DOINGS



**KOEI**

PHONE

(415) 348-0200

DEVELOPER

NIHON FALCOM

SIZE

12 MEG

PLAYERS

1

# Brandish

**RPG ATTACK!****SUPER NES**

Berebus believed the power of the Dragon to be his own.



"I've finally caught you, Varik!"



"You destroyed my teacher, but today, it's my turn! Take this, Varik!!"

**B**randish is a new RPG brought to America by Koei (the original *Brandish* was released in 1991 in Japan by Nihon Falcom). Koei is a company notorious for its quality wargames and simulations, and its products have always gone for playability over flash. *Brandish* adheres to the company's tried and true formula, and it works.

You play the warrior Varik, a wanted criminal in the land of Bavalya, which is ironic because you're also an ace bounty hunter. You get wind of a fortune hidden at the bottom of a large hole somewhere in the countryside, and—being the greedy pig you are—you decide to go after it. Unfortunately, when you arrive at the hole, the sorceress Alexis, who is seeking revenge against you, catches up with you and gets there at the same time. Luckily, you both fall down the hole and into the ancient, buried kingdom of Berimya, a cursed land if there ever was one. This is where the adventure begins.

You guide Varik around the catacombs of Berimya in search of a way out. Naturally, the exit is extremely hard to find, so you're going to spend days wandering around deeper and deeper catacombs. As you can see, *Brandish*'s interface is the utilitarian "from the top"

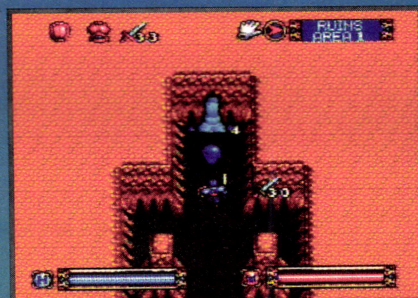


kind, de rigueur for RPGs. In fact, most of *Brandish* is utilitarian; the monsters are cool, but not too flashy (although at one point you fight a giant lobster), the dungeons look cool, but aren't as garishly colorful as most of the other Japanese RPGs ported over to the SNES, and the gameplay is challenging without being too complex.

There's a lot to like about playing such a spartan game. *Brandish*'s real strengths come from its relatively narrow focus on exploration of the buried dungeons and fortresses of the cursed kingdom of Berimya. There's enough intrigue and mystery to keep one interested in continuing; in fact, there's the ever-nagging knowledge that the sorceress Alexis is hot on your tail and is itching to put you on a slab, which is enough to keep you moving doggedly forward. In fact, playing *Brandish* reminds me of playing the original *Dungeons & Dragons* game in junior high. Back then, you knew your goal was to explore, get the loot and get out alive. It was a real jazz.

*Brandish*'s play mechanics are simple enough for a beginning RPGer to pick up, but veterans will have a great time puzzling out its mysteries.

—Gabe Soria



Have you ever wondered how paranoid and claustrophobic you'd get in such cramped quarters?

**"Brandish goes for solid gameplay over flash."**

## BREAKDOWN ▼

### GRAPHICS

Weak when compared to most RPGs.

6

### SOUND/MUSIC

The music is repetitive, but rousing.

7

### PLAYABILITY

Brandish reels you in and keeps you playing.

7

**OVERALL RATING ▶**

COOL

**7**  
VIDEO GAMES



SEGA™

PHONE

(800) USA-SEGA

DEVELOPER

HUDSON SOFT

SIZE

CD

PLAYERS

1

# Dungeon Explorer

Copyright © 1995 HUDSON SOFT WESTONE

Wizards vs. lizards; who will win?

Keep the evil hordes at bay with your axe.

One of my all-time favorite arcade games is *Gauntlet*. One of the most intricate *Gauntlet* clones for the home systems was *Dungeon Explorer* on the TurboGrafx-16, and now it's been converted for the Sega CD.

The story is this: There is a great tower that holds the Goddess of Ambition. To stand in her audience is to be granted any wish that you desire. The only problem is that to get to her, you must overcome hordes of fiendish monsters. To make things worse, once you enter the tower, there is no turning back; the only way out is to reach the Goddess or to perish.

Don't fret. The game doesn't force you into this situation immediately. First, you must gain strength and experience by defeating six smaller dungeons that lay around the God-

dess' tower. Each dungeon is made up of a bunch of monster-infested levels that you must battle through. At the lowest (or highest) level of each tower is a boss which you must defeat to clear the dungeon. Once you've worked your way through these secondary dungeons, you will have enough strength to tackle the main tower.

One great feature that this game has is that you can create up to eight different warriors from six classes: knight, monk, ninja, beast, mage and elf. You then can choose which one you want to use before you go into a dungeon. Since you are allowed to leave these secondary dungeons whenever you want, you can try out different characters in different situations and strengthen each of them equally.





Another feature which makes the game enjoyable is the option to buy better weapons and armor for your characters. Each class has its own special equipment and when you make a purchase, the picture of your character alters to illustrate the change.

*Dungeon Explorer* looks frighteningly similar to *Gauntlet* in just about all respects, from graphics, sound and style to the types of items that you can acquire during your quest. In building upon the *Gauntlet* foundation, however, the developers of *Dungeon Explorer* took it to another level. The structure of the game makes play better because you have an actual goal, whereas in *Gauntlet*, you never saw the end of the game. Also, there is a wider variety of monsters and items to be found throughout the game, so whenever you travel to a new area you can expect fresh and exciting encounters.

The only major difference that could be considered a fault is that in the Sega CD version there is no multi-player mode, a key feature of both *Gauntlet* and the TG-16/Duo version of *Dungeon Explorer*. However, this may be a pleasant change for some, because you won't have your partners getting in the way. Here, there are no worries about anyone but yourself.

*Dungeon Explorer* is a great game with many interesting levels, so get ready to become addicted. This is one of the best Sega CD games to date and if you are a fan of *Gauntlet*, then you should love this.

—Geoff Higgins

### EDITORS' RATINGS

#### NIKOS 8

A nice role-playing game with action styling; the Monte Carlo of RPGs.

#### CHRIS B. 8

Wow...two classic TurboGrafx-16/Duo games come to the Sega CD in the same month? This is great! What's next, *It Came From the Desert*?

### BREAKDOWN

#### GRAPHICS 9

Great attention to detail.

#### SOUND/MUSIC 7

Good dungeon mood music.

#### PLAYABILITY 9

Be ready to get hooked.

## OVERALL RATING

EXCELLENT  
**9**  
VIDEO GAMES

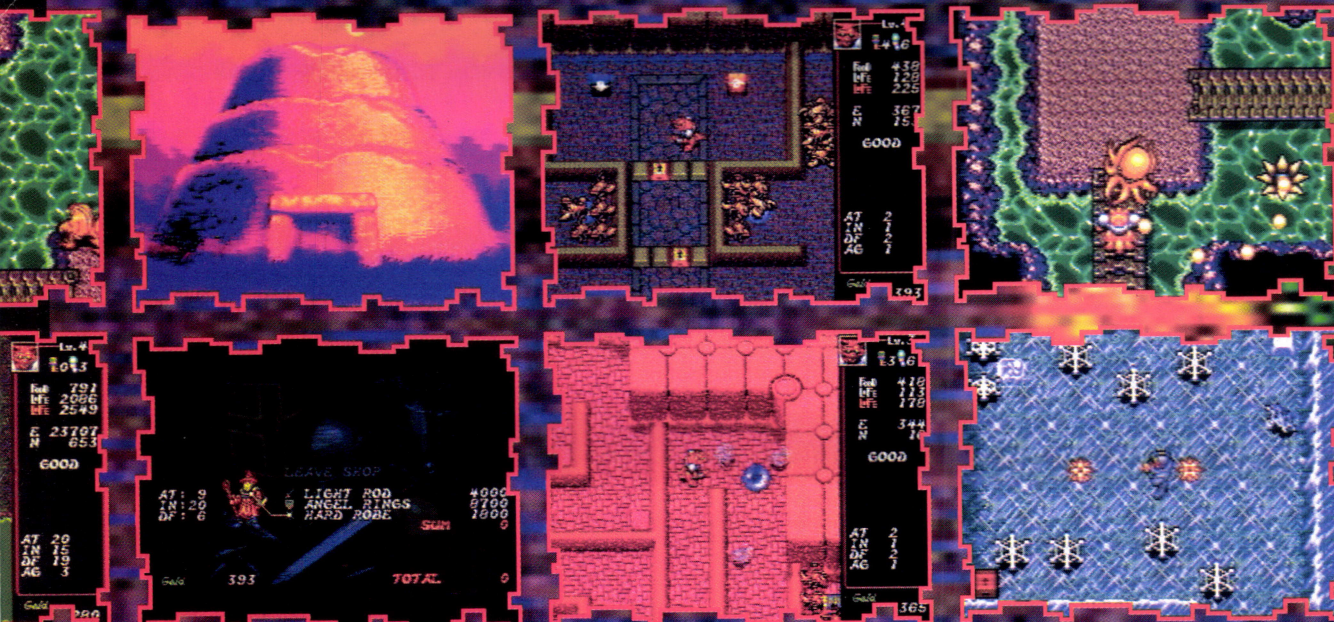
"This game quickly becomes an addiction."



Choose which character you want to use.



Not the ending you want to see.

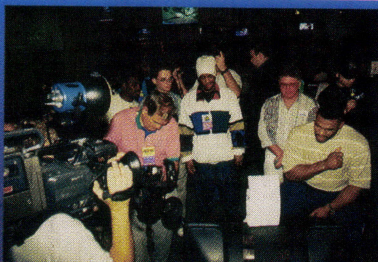




# SPORTSWIRE

## MADDEN BOWL '95

In January, EA Sports held its first ever "Madden Bowl" during the week prior to Super Bowl XXIX. The contestants were a who's who of the sports world and the entertainment industry. "Fame and Game" was the name of the game when it came to entry into this contest. If you weren't famous and an ace at *Madden Football '95*, you weren't gettin' in. Some of the sports notables were Jerome Bettis of the Los Angeles Rams, Hardy Nickerson of the Tampa Bay Bucs, Reggie Brooks of the Washington Redskins and Jimmy Spencer of the New Orleans Saints. From the world of entertainment, came the likes of Treach of Naughty By Nature and Phife from A Tribe Called Quest.



Masta Ace (center, with white hat) competes against Jerome Bettis of the L.A. Rams.



Tampa Bay's Hardy Nickerson (left) competes against Jimmy Spencer of the New Orleans Saints.

Kid of Kid 'N' Play was the announcer.

The tourney began on Wednesday before the Super Bowl with the seeding round, followed by round one on Thursday. Rounds two through five were played out on Friday and Saturday, with the big finale being played on Super Bowl Sunday. The final bout was between Reggie Brooks of the Redskins and

Jimmy Spencer of the Saints, in which Spencer emerged victorious. For his efforts, Jim was rewarded with a trophy and will be digitized into next year's *Madden* game.

## SCOREBOARD

GENESIS BASKETBALL

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	Coach K College Basketball	Electronic Arts	9	10	9	9	9	8	9	9	9	9	9	8	9	8
2	NBA Live '95	Electronic Arts	9	9	9	9	8	8	9	9	8	8	9	8	9	9
3	NBA Showdown '94	Electronic Arts	9	9	9	8	7	9	8	9	9	8	8	7	8	8
4	NBA JAM Tournament Edition	Acclaim	9	8	8	7	8	9	9	8	7	5	9	7	8	8
5	NBA JAM	Acclaim	9	8	8	7	8	9	9	8	4	5	7	7	8	8
6	NBA Action '95	Sega	8	8	7	7	8	8	9	7	8	8	9	7	10	9
7	NBA Action '94	Sega	7	7	7	7	6	8	7	8	8	7	7	6	9	9
8	Bulls vs. Lakers and the NBA Playoffs	Electronic Arts	7	8	7	6	6	8	6	7	8	8	7	6	7	7
9	Dick Vitale's "Awesome Baby" College Hoops	Time Warner	7	7	6	8	8	7	7	7	6	6	7	7	7	7
10	Lakers vs. Celtics and the NBA Playoffs	Electronic Arts	7	8	7	7	6	7	6	7	7	7	6	6	7	7
11	David Robinson's Supreme Court	Sega	7	7	8	6	7	7	8	7	6	6	6	7	5	3
12	Jammit	Virgin	7	7	7	8	8	6	7	8	6	6	8	6	6	n/a
13	NBA All-Star Challenge	Flying Edge	6	7	7	7	6	7	7	5	4	6	6	6	7	6
14	Jordan vs. Bird One-on-One	Electronic Arts	6	7	7	7	7	7	6	6	5	6	6	6	n/a	7
15	Pat Riley Basketball	Sega	6	7	8	6	6	6	7	6	4	5	5	6	6	3
16	Super NBA Basketball	Tecmo	5	5	6	6	5	5	7	7	8	5	6	6	8	6
17	Double Dribble	Konami	5	6	5	7	6	6	7	5	6	4	6	5	8	n/a
18	Barkley Shut Up and Jam!	Accolade	5	6	5	4	5	5	7	5	5	4	7	3	6	3
19	Arch Rivals	Flying Edge	5	5	5	6	6	7	8	3	4	4	5	4	5	n/a



"One of the best features is the coaching option."



JAGUAR



Stiff-arm the defender for an extra few yards.

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 2 3 4 5
- Players

**T**roy Aikman Football is finally here for the Atari Jaguar system. Despite the fact that this version has very little to offer in the area of new features, it is still a really good game.

If you're familiar with the SNES or Genesis version of the game, all you need to know is that the graphics on this version are a little better. Other than that, read no further. For those of you who aren't familiar with Troy's venture into the football video game arena, read on.

What makes *Troy Aikman Football* a stand-out game? It's not superior graphics or playability, it's the variety of features that are included. One excellent option is the ability to design your own plays. While this may be a little tedious and not always a good idea—none of my plays worked very well—this does add a dimension to the game that will make play more interesting to the veteran gamer.

ability to toggle between coaching and playing, which prohibits you from taking full control during key situations. I'd have to say that this is a pretty minor setback though.

The most frustrating part of this game is the fact that—even though it's a new release—the Jaguar *Troy Aikman Football* uses stats from the 1993-4 season. My guess is that most gamers would rather have waited another month or so for up-to-date player ratings. I want to see Drew Bledsoe's and Steve Young's incredible '94-5 statistics!

That minor criticism aside, this football game is a good one. You'll find no surprises or earth-shattering enhancements, but the features make this one worth taking a look at.

—Geoff Higgins

**EDITORS' RATINGS**

**JIM** 8  
Okay, so it's not quite *Madden*, but it *is* the only real football cart for the Jag; I won't complain!

**CHRIS G.** 7  
Coaching options are original.

**CHRIS B.** 6  
Not peak Jaguar performance.

**Williams Entertainment**

PHONE  
(408) 745-2019

DEVELOPER  
WILLIAMS

SIZE  
16 MEG

PLAYERS  
1 OR 2

Another gem of a feature is the option to allocate funds to areas of your team. This gives you the ability to bolster your team's weakest areas. If your favorite team is lousy, you can enhance them so that they'll become competitive. Another feature that's a definite plus is the ability to act as coach, not player. You get to pick the plays that your team runs; then, after the ball is snapped, you just sit back and watch the play unfold. The only sore spot is that you don't have the



**BREAKDOWN**

**GRAPHICS** 7  
Great over-the-head catches.

**SOUND/MUSIC** 7  
Hear Troy commentate!

**PLAYABILITY** 7  
Coaching option is key.

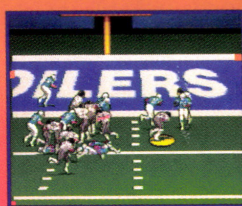
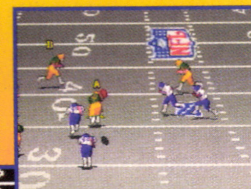
**OVERALL RATING** 7

**TROY'S ANALYSIS**

QUARTERBACK ★★★★★  
HALF BACK ★★★★★  
FULL BACK ★★★★★  
WIDE RECEIVER ★★★★★  
TIGHT END ★★★★★  
KICKER/PUNTER ★★★★★  
OFFENSIVE LINE ★★★★★

SAFETY ★★★★★  
CORNERBACK ★★★★★  
LINE BACKER ★★★★★  
DEFENSIVE LINE ★★★★★

PRESS B TO CONTINUE



**OPTIONS**

NFC East  
Cowboys  
5:00  
PUNTER  
PUNTER  
PUNTER

AFC East  
Pats  
Pats  
Pats  
Pats  
Pats

PRESS B TO START





# TOUGHMAN Contest

What would you get if you crossed a boxing game with the action and antics of *NBA JAM*? EA Sports' *Madden '95* team thought about it for a while and came up with *Toughman Contest*, a 32-meg monster cart that will knock your Genesis out of the ring!

*Toughman Contest* is based on the real-life event where local tough guys get in the ring and duke it out in three one-minute rounds. The winners advance through the regional finals and then on to the world competition. In the cartridge version your goal is to take your fighter through the regional and world championships for a title bout against "Butter Bean," the contest's two-time finalist.

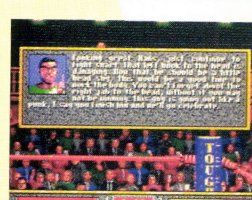
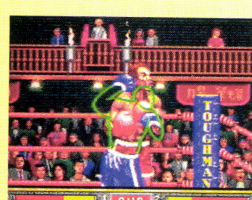
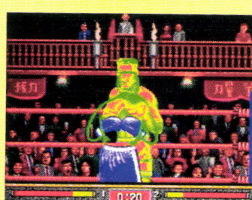
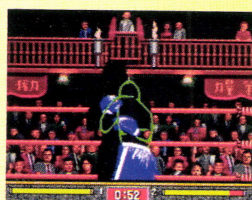
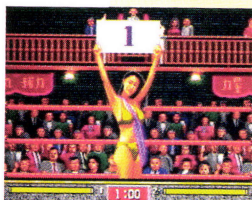
Besides battling through the Toughman Circuit, you can also fight an exhibition bout against the CPU or a friend, or get up to eight of your buddies to compete in a customized tournament. There are 24 different fighters from around the world to choose from. Each fighter has

**"Toughman  
is a cross between  
Super Punch-Out!  
and NBA JAM."**

his own unique fighting style, attributes (Power, Speed, Stamina, Recovery) and three "Special" punches. The default special punches are geared to the fighter's style, but you can substitute any of the fourteen available special punches for any of the defaults. Special

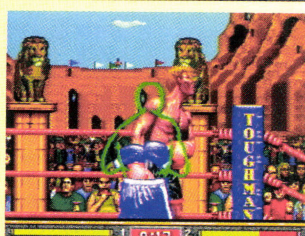
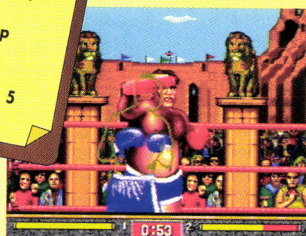
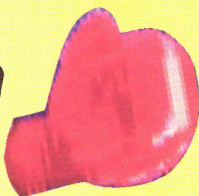
punches run the gamut from the Power Jab and Back Handed Slap all the way to the Windmill Wind-up and the Popeye Punch!

Each fighter has the three "standard" punches: Jab, Hook and Uppercut. The controls are quite simple to learn; the **A** button is the left hand, the **C** button the right hand. Tap the button for a jab, hold it down for a hook and press the D-pad **Up** to swing for the head. The **B** button is used for standard uppercuts and to execute your special punches, which are thrown by tapping the **B** button once and then moving the D-pad in specific directions. For example, the Windmill Wind-Up is **B, Right, Right**; a Head Butt is **B, Up, Down**.



Use a special punch while your opponent is dizzy for special animations.

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 2 3 4 5  
Players



PHONE

(415) 571-7171

DEVELOPER

HIGH SCORE/STORMFRONT

SIZE

32 MEG

PLAYERS

1 OR 2



## BREAKDOWN

**GRAPHICS** 9  
Zany animation and cool locales.  
**SOUND/MUSIC** 8  
Clean speech when counting out, good music.  
**PLAYABILITY** 9  
Cool combinations and great replay.

**OVERALL RATING** **9**  
EXCELLENT  
VIDEO GAMES

You won't master *Toughman Contest* simply by memorizing the special punches, however. Defense plays an enormous part in determining your success in the ring. For example, if you block a jab, your next punch is thrown at double speed. If you don't connect on a hook you'll be left completely off balance and your opponent will have a two-second "window" in which to throw his double-speed punches.

The game also stores punches in its "buffer" (similar to the arcade game *Killer Instinct*) which can make for some devastating combinations. Besides combining the standard punches, such as a Right Head Jab to Left Head Jab, you can also perform special punch combinations such as a back-handed Slap to a Power Hook. If your opponent stays off balance long enough, you can combine four, five or more punches into killer combos.

The graphics are superbly drawn, from the large fighters to the five different locations the bouts take place. Given all the special punches in the game, I expected the fighters to be well animated and I was not disappointed. What did surprise me was how much animation the backgrounds contained.

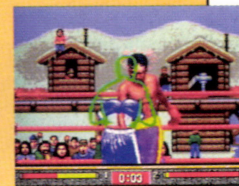
Skiers glide down mountain slopes at an outdoor bout and patrons duke it out in the background while a go-go dancer shakes her stuff on the bar at a club fight. The Coliseum is my favorite, however: Here two lions sit on top of Roman columns and roar while way in the background a little guy is bungee jumping from the top of the ruins! If you knock your opponent out of the ring by using a special punch when he is dizzy and it brings an end to the fight, one of the lions will jump off the column and start to eat him!

The designers knew that a great action game has to have loads of hidden stuff, so there are secret codes for things like turning your opponent into a midget, having double-speed punches all the time, and even playing as a headless fighter! When combined with the great graphics, animation and gameplay technique that assures high replay value, EA's High Score team has produced a strategic boxing game that is an all-out blast to play. So now it's time get in the ring and find out how tough you really are!

—Jeffrey Tschiltch



Evade your opponent in a two-player game by moving left or right.

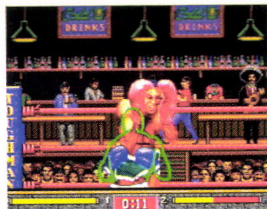
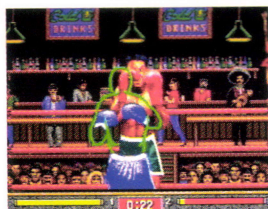


## EDITORS' RATINGS

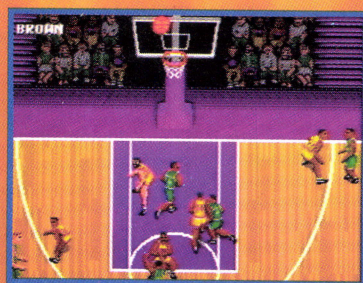
**CHRIS G.** 8  
This is *Super Punch-Out* with blood. Some impressive moves.

**CHRIS B.** 8  
I love the way your hair flies when you get punched! Ouch!

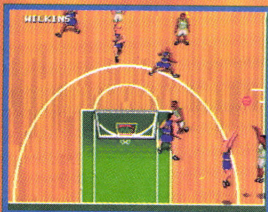
**GABE** 6  
Too tough to control, but Coolio is in it, so it has great novelty value.







# NBA ACTION '95



**SEGA**  
SPORTS

PHONE

(800) USA-SEGA

DEVELOPER

**DOUBLE DIAMOND**

SIZE

**16 MEG**

PLAYERS

**1 TO 4**

**H**ot on the heels of *NFL '95* comes Double Diamond Sports' latest makeover for Sega, *NBA Action '95*. Like the football project, the creative team chose to basically start from scratch and create its own basketball game. Gone is the TV-style camera angle and rotating court; in its place is a top-down perspective similar to EA's *NHL Hockey*. While there are plenty of different dunk and lay-up animations, there aren't a lot of frames so the moves come across rough and choppy.

While the graphics at first seem a bit uninspired, there are some saving graces. First, that top-down perspective gives you a real good look at the action, especially once you settle into your half-court offense. What's really cool, however, is that the player graphics reflect their real-life counterparts when it

comes to height, readily apparent when you see Spud Webb dashing about the court for the Kings.

Once you start looking at the teams, you'll find the real strengths of this cart. The players are rated in 17 different categories, profiles provide information such as college, years in NBA and '94 NBA Game stats, and the cart tracks game and accumulated "cartridge" statistics. You can create players, release poor performers and sign free agents at the Manage Rosters menu, and your changes can affect either the current season or the entire cart. During season mode play you can check out who the team leaders are and which player has the inside track on being selected as this season's MVP.

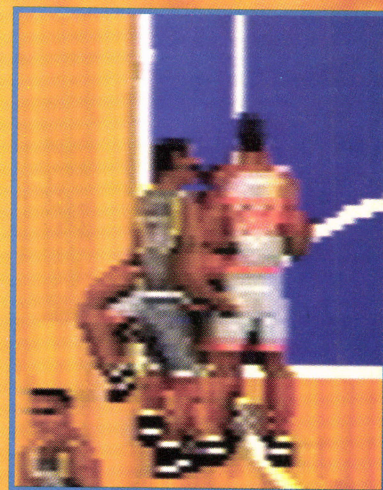
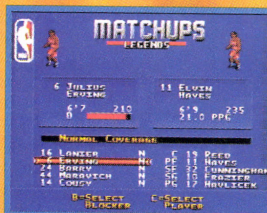
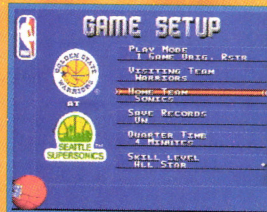
Besides the 26 official NBA teams there are also 17 special teams, comprised of various "NBA Legends" such as Julius Erving

and Rick Barry, "NBA Heroes" like Bill Walton and Jerry West, and "NBA Stars" including Willis Reed and Elvin Hayes. There are teams

comprised of current 1994 All-Stars as well, but I especially liked the 12 rookie teams that are available for each year, starting with the "Class of '83" and going on up through the "Class of '94".

While *NBA Action '95* might not be as flashy in the graphics and animation departments as EA's *NBA Live '95*, the cart does feature solid gameplay, fast action, good coaching options and a ton of stats to analyze before and after each game. Hearing Marv Albert exclaim "He served up a facial!" is nearly worth the price of admission alone; check this one out.

—Jeffrey Tschiltzsch



It's easy to spot the mismatches thanks to the visible difference in player heights.

## BREAKDOWN ▼

### GRAPHICS 7

Choppy animation hurts otherwise good visuals.

### SOUND/MUSIC 8

Marv is Marvelous, but lose the squeaky shoes!

### PLAYABILITY 8

"Picks" work, but you can't pass in mid-shot.

## OVERALL RATING ▶

**GREAT**

**8**

VIDEO GAMES

**"Hearing Marv Albert is nearly worth the price of admission."**

## EDITORS' RATINGS ▼

### CHRIS B. 8

I like the new court perspective very much, and the coaching options and stats are excellent. The music is also pretty good, but the scoreboard seems way too "busy."

### GEOFF 6

I don't like the graphics; the animation is not very smooth.





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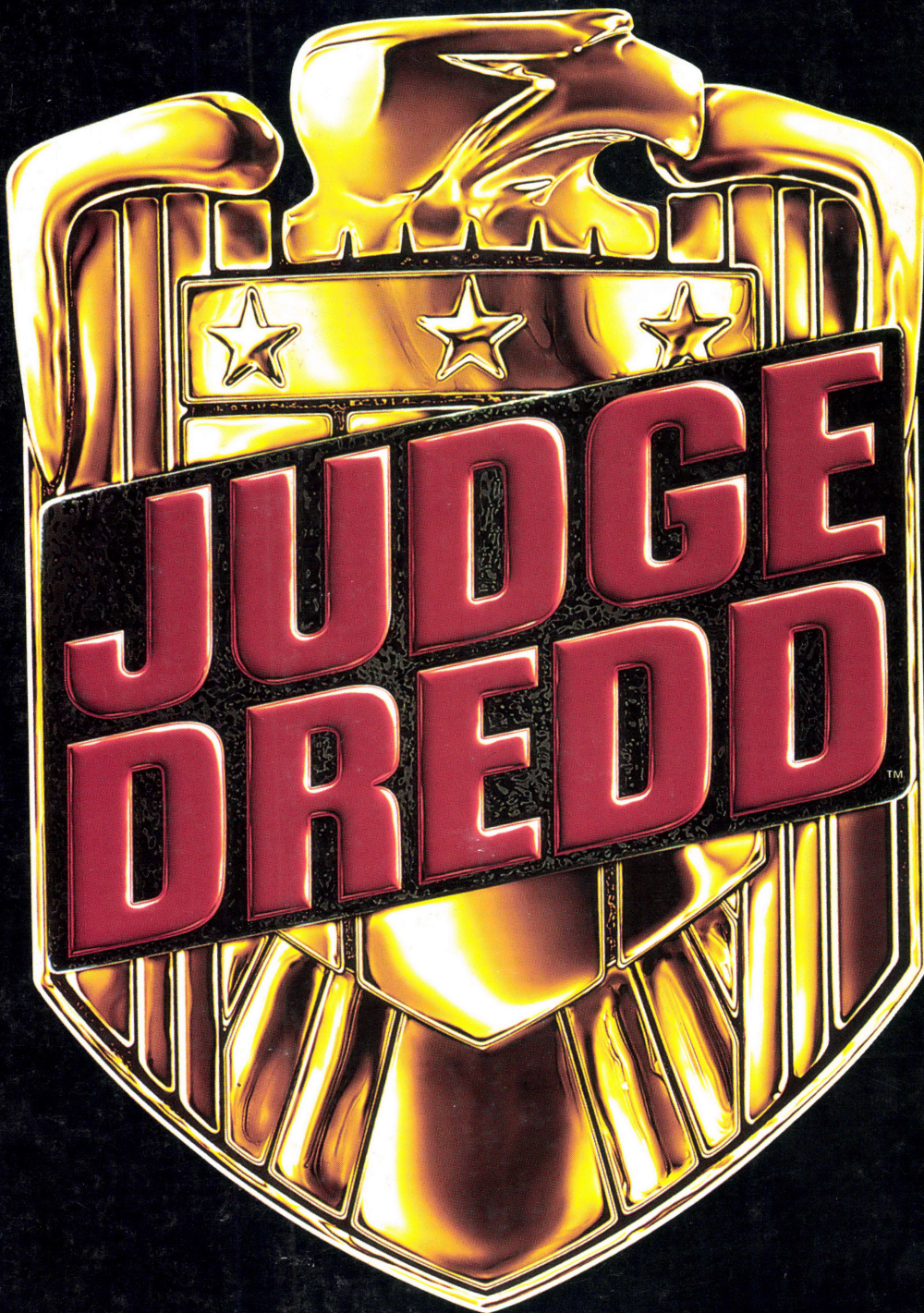
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